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before.
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**Now turn to the
back cover!**

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MEDIA

ISSUE 68

MARCH 1995 £3.99

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SPECIAL THANKS TO:

Our Eric for the funniest moment of the year so far - Ooh-Aah. You're dead right love! Andy Cole for effectively winning the lottery (although it isn't him doing the gambling!). Still on football (what a surprise), congratulations to the Mighty Clarets (that's Burnley apparently) for drawing 0-0 with Liverpool but probably getting stuffed in the replay. To Jimmy 'out' Mullen for selling John Deary to Rochdale for peanuts and still insisting on picking Alan (useless old git) Harper every week. To the snow for coming down when we want to go home. To the flu for allowing Neil to have two days off and making him go all funny and shivery (er, what's new there??)



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Phrase of the month: She's told her mum now!

News p9

It's so hot off the presses this month that we've actually written the Contents before the News! Ooh, we're on the ball! Anyway, check out Sharc Squad!



Subscribe p84

It makes sense. Let your postman do the work. You deserve the rest. You're young and vibrant, you don't need to shop. This is the mail order generation (just ask Paul!)

Superleagues p90

Our list of the best games ever is updated each month and continues to provide you with all the information you could ever want, and us with a big(ish) headache!

Public Domain p46

Cheap and nasty? Say one more word about our dress sense and we'll have you mate! Oh you mean PD? Well that's not cheap and nasty either. It's the cream of the crop, the best of the bunch etc...



Sale! Sale! p32 & 83

Five lighters for a pound! Get your Andy Cole T-shirts, get your Valhalla: Before the Wars and your Danny Flynn posters

Talkback

p87

You never learn do you? A letter in Talkback is guaranteed an "interesting" reply to say the least

Swap Shop p96

For sale: Amiga 1200 2 meg with 40Mb hard drive, mouse, j/sticks and 25 games including Syndicate, Pinball Dreams and Monkey Island, for £350. And so on...



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RUFFIAN P58



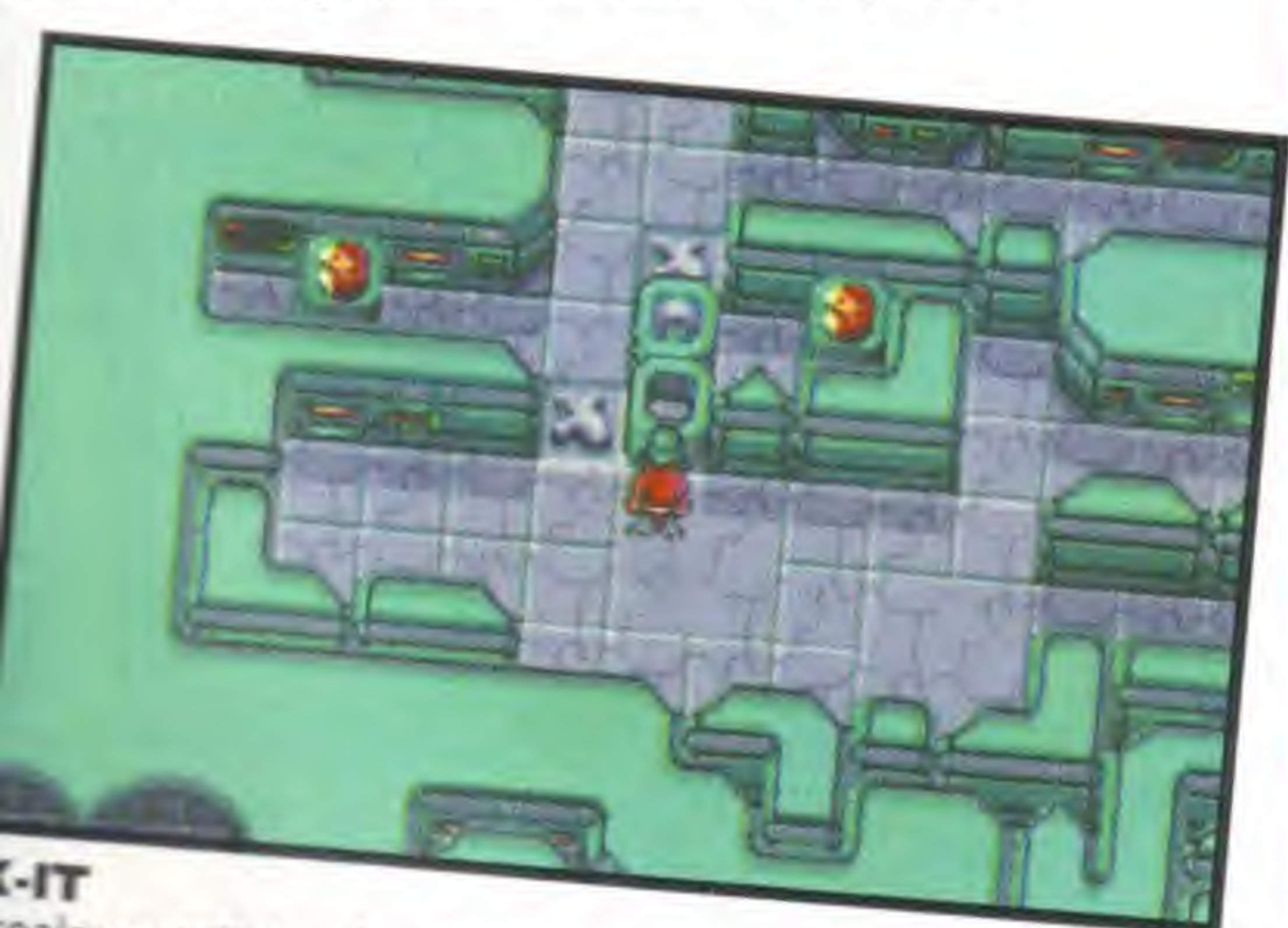
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Psychosis are back on form with this platform gem



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Reach for the Skies with Rowan and Empire Interactive



Kingpin
Ten Pin Bowling without the need for silly shoes



K-IT
Sneaky puzzle fun for puzzle fans (say that quickly)



Boo the Ghost
Platform preview time with MicroProse's new title

Features

Alien Breed 3D... p12

In an exclusive chat with Team 17, we find out all about the ideas behind their top-selling games. We also have an exclusive glance at the latest and greatest in the line up! Then watch the demo!

Film '95 p36

Read all about the film licences that should have been – the potential games that the software companies overlooked. Are there any budding programmers out there requiring ideas? Look no further.

Get a Life p80

We like our computer games here, but that's no excuse for us not having a life outside work.



Game Guides

Jungle Strike p62

We set new kid Andy the task of playing Jungle Strike to death. Ooh, it's a hard life.

Dreamweb p60

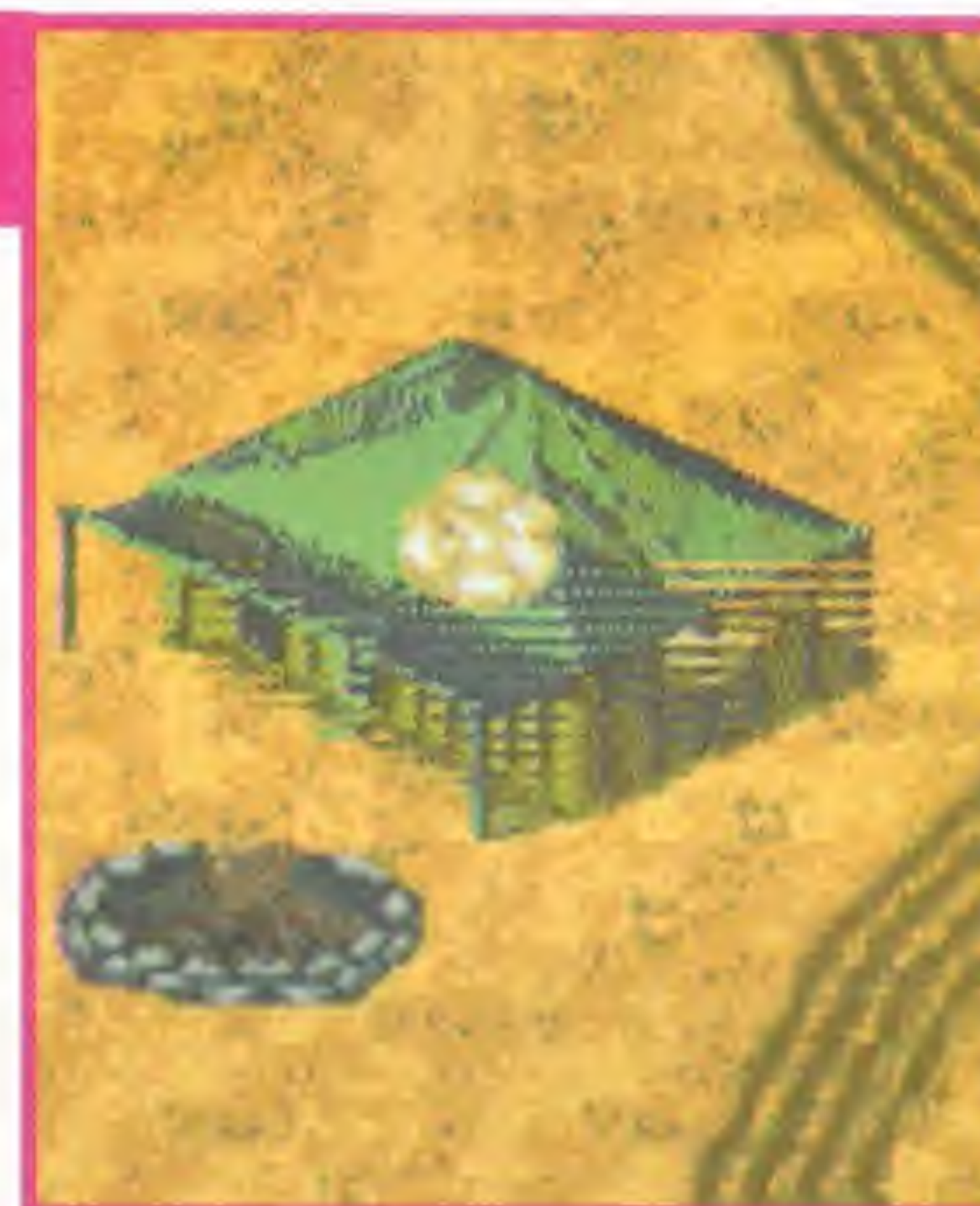
The perfect crime is difficult to commit, so let us give you a guide to murder.

Theme Park p66

Yet another guide to help you on your way.

Space Quest III p70

Complete guide to Sierra's space type thing.



Budget Games p42

Three pages of budget for you this month including some sexy CD stuff. The Assassins have got every one of their compilations on a little silver disk, and there's also Space Quest III and Empire's new Award Winners Platinum compilation to look over.



Coverdisks p6

Kingpin

Team 17 are the boys for excellent demos at the moment. Following on from ATR last month we have this special disk. Kingpin is their new Ten Pin Bowling game, previewed everywhere but coverdisked (erm) here. Play five sets in a single player game, then buy the real thing!

ALIEN BREED 3D

Now this may be a rolling demo (not playable to you and me), but it provides a rare and exclusive insight into one of the most eagerly awaited games for a long time. Five(ish) minutes are packed into this demo from Team 17, and during that time you are shown around the locations and dungeons, accompanied by a pumping soundtrack. If you want Doom for the Amiga, (and who doesn't), then you have to see this. Who said it wasn't possible? Shoot them immediately.



VALHALLA: BEFORE THE WAR

To complete our wonderful line up this month is yet another exclusive. Despite ridiculously bad reviews in some magazines we liked Valhalla and so did the Amiga public. Now we bring you an exclusive demo of the follow up. There are more puzzles to solve, and if you enjoyed the last one you'll adore Before the War. Turn to the coverdisk pages for all the help you'll need to play all the demos this month.

Stop! Don't flick through the magazine any further until you've read these pages, because you really are in for an absolute treat this month. Every so often a game comes along which takes everyone by surprise, and in 1994 this game was Valhalla - the self-proclaimed World's First Speech Adventure. In fact, only the mighty SWOS stopped it from becoming our official game of the year. Valhalla: Before the War is the follow-up, and once again you can check out its glories for yourselves in our massive best-part-of-a-full-level exclusive demo. Before that however is the slight matter of Disk One, featuring the latest instalment in Team 17's Alien Breed series - a long, long rolling demo of AB3D, an ultra-fast first person perspective shoot'em-up that might well be a cross of Doom and Wolfenstein. It's absolutely awesome, as too is the second demo on this disk - the fully playable and wickedly addictive Ten Pin bowl'em-up, Kingpin. All exclusive to Amiga Action, all magically delicious, and all awaiting that special loading touch that only you can provide.

Cover Disks

Alien Breed 3D

**Team 17
(A1200 only)**

Put Disk One in the drive and select Game One. Wait for a while and the demo loads...

From its humble origins as an atmospheric overhead shoot'em-up in 1991, Team 17's Alien Breed series has gone from strength to strength, and its name is now synonymous with Amiga quality. This second proper sequel breaks away from tradition, adopting a first person perspective somewhat akin to Doom.

Our massive rolling demo gives you an impression of what the game will be like, and should dispel any fears you may have had that AB3D will be anything less than awesome.

Marvel at the speed!

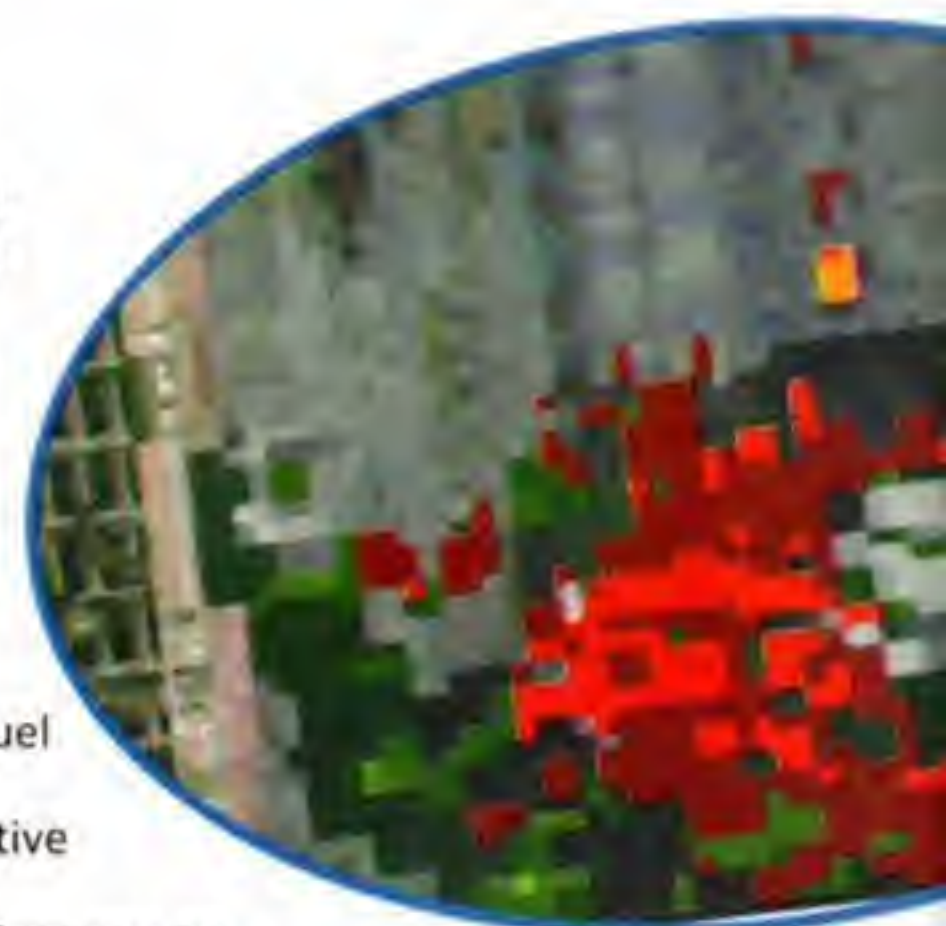
Gasp at the huge monsters!

Gaze in wonder at the magnificent backgrounds!

Lust for blood at the sight of heavy weaponry!

Unfortunately this particular demo is reluctant (in that it point blank refuses) to run on an A4000, but that shouldn't worry too many of you, and it will work on the Super Amiga by the time it's done.

Remember, you saw it here first.



Kingpin

**Team 17
(AGA Machines)**

Insert Disk One into the drive and this time (gasp!) select Game Two before pressing [RETURN]. After a few moments the screen will turn blue and you'll be welcomed to the game, all friendly like. It's another exclusive, another Team 17 demo, and once again another stonker. Full details of the game can be gleaned from the review on page 28, but here's the score with the demo.

It's a scaled down one-player game which allows you to play five sets (half a full game), as a right-handed man using a 14 pound ball.

Set the power to whatever level you desire by means of the meter to the right of the screen, and then press [FIRE] to set the aim pointer in motion. Press again to let the ball go, and after releasing your finger from the button, push left or right to add a touch of spin and thus affect the trajectory.

When the skittles have been... skittled, the machine will set them up again, and the game computer will suggest where you should aim your next shot for maximum damage. Take heed or ignore, repeat the process, and hey! - you're playing Kingpin.

Note that only limited sound effects are included in this demo, and one or two very small glitches may appear in the graphics.





Valhalla Before the War

**Vulcan Software
(All Amigas
with 1Mb)**

Insert Disk Two in your drive and this huge, feature-packed demo of V:BTW loads up all on its own, because it's clever like that. It's kind of a prequel to the original, (in fact it is!), and you play the part of the Lord of Infinity, charged with the task of killing the king. Well, that's in the full game - in this demo you simply have to play until you can play no more, and it couldn't be easier.

Control is via the joystick. Walk around and either look at, pick up or use things with the appropriate icons by bringing them up with a quick tap of the fire button. In fact, here are those icons in full:



MAP
tells you
where you
are at any
given
point in
the game

EYE
enables
you to
look at
things and
find out
what they
are

**PICK
UP/DROP**
well, what
do you
think?

USE
and
again...

MOUTH
turns off
all non-
essential
speech.

If you're really stuck, then kind souls that we are, we'll provide a handy walk through guide to help you out next month. But do yourself a favour and give it a decent bash first.... we're sure you'll like it.



Duff Disks

Very occasionally the disks don't work, and we're sorry if that's the case with you. In the event of this you can ring our special:

DISK HELPLINE ~ 01274 736990

between the hours of 9 - 12.30 and 1.30 - 5 on weekdays. Alternatively you can contact TIB at TIB House, 11 Edwards Street, Bradford, West Yorks. Thank you. And again, sorry.

First word

Hello.

Er, we have a lot of previews for you this month. Yes, it's that time of year when game releases are a bit thin on the ground, a time when software companies sit back and take stock of their position and decide which dazzling product to inspire us with next. A time when people like me have to make masked apologies for the lack of games in the magazine, in between phone calls to MooseSoft in Tibet in a vain attempt to get something, anything, in for review. A time when only me and Steve are able to put in a full month's attendance due to a flu bug and the pathetic genetics of the rest of the team! But of course we aren't bitter. Not us...

PAUL

They think it's all over...

Seconds before we went to press, reports were coming in thick and fast that some people at Commodore had signed some stuff! That's about as descriptive as it was, so we called our mates down there to see what was happening. Unfortunately the whole world was sick with flu, but we eventually got through to the UK Amiga Information Hotline, which has been set up for people like us to ring and find out all the latest gossip. Anyway, the last message was going on about the UK management team expecting to sign the purchase contract for the Worldwide Assets of Commodore with the liquidator very soon, initiating the bidding procedure in the US courts. It also went on to say that the management were very confident of getting it through.

Put two and two together and it sounds like the contracts have more or less been signed, so we'll have a lot more to tell you next month. At least we wouldn't be shot in the army for spreading rumours!



Rent boys

How do you fancy a shop that will not only sell you the latest games but will also rent them out and even part exchange your old ones for new? Well, if you live in Shirley near Birmingham, you'll know exactly what it's like, because the first Microplay store launched its first UK outlet there in November.

Microplay is an American success story with nearly 130 such shops in the States. And now that they've got a foothold in the UK market, they are hoping to reach the same level of dominance in this country with an expected 15 stores to be opened by the end of the year.

"The latest game release can be hired from Microplay, and if it matches up to the youngster's expectations they can then buy it without fear. Once they no longer want the game we can part-exchange it for a new game or cash. The part-exchange programme also applies to games not purchased from Microplay."

Sounds good to us. Watch out for a store opening near you soon.

Bubble Gun

If you've been frantically scouring the shelves of your local games store recently for Daze's crocodile fest Bubble Gun following our superb exclusive cover disk and review a couple of months back, you will unfortunately have been so far severely disappointed.

This is because the company responsible for the game, Weathermine Software, have decided to go it alone and market the game themselves, and thus make a great deal more profit in the process no doubt. The game will surely find a niche market for itself,

seeing as it is quite an enjoyable platformer, and more than reasonably priced.

Unfortunately, this decision means that the game will now only be available through mail order from the boys themselves at the exceptional bargain price of £6. If you fancy getting hold of a copy, all you need to do is write to: Weathermine Software, 328 Kingston Rd, Leatherhead, Surrey, KT22 7QE, and send them a cheque (or postal order) for £6 made payable to Weathermine Software. Then they'll sort you out with a copy.



ZEEWOLF FOLLOW-UP... BASKETBALL VIDS



Numerical sequentiality

It has emerged that Binary Asylum, responsible for one of the most successful shoot'em-ups of last year, Zeewolf, are already working on a sequel. Cunningly entitled Zeewolf 2, the game will see some major improvements over their first effort.

To begin with, the programmers have taken note of all the minor criticisms that they have received and completely overhauled the original. This means that weapons will now no longer lock on to vehicles that you have already destroyed, destroyed buildings and vehicles will no longer appear on the scanner, and all those other niggling little problems that frustrated you will disappear along with them.

The major difference will be the opportunity to control plenty of other different types of vehicle as well as the helicopter that you're used to. Patrol boats, jeeps and the like will make an appearance to give the game far more versatility in a way that will make Zeewolf 2, to quote Binary Asylum's Andy Smith, "like Jungle Strike, but much better."

It all sounds promising and should be something to look forward to later in the year.



WIN SOME BAZZY VIDS!

Competition

For some reason - or at least if the response to our last competition of this sort is anything to go by - AA readers seem particularly interested in basketball. So, once again we offer you the chance to get your hands on some of the finest slam dunkin' action ever captured on video. We're offering to you hot off the presses (or wherever they're made), basketball videos to the first 10 lucky blighters who can prove they know a thing or two.

NBA Rewind and Clutch City from Fox Video

feature some of the fastest, slickest and downright bizarrest action from classic NBA games, and all you have to do to win a copy is fill in the missing

team names below and have them with us by March 16. Good luck then...

New York _____
Phoenix _____
Miami _____
Boston _____
Chicago _____



Core! A big red one

A sad indictment of the state of affairs at Commodore HQ is the lack of 'meaty' products that are in development for our very most favourite machine. Seemingly gone – hopefully temporarily – are the days when we could reasonably expect at least one decent adventure game a



month, but adventurers have had to rely heavily on re-releases and compilations just recently.

Therefore it's good to know that Core Design are gearing themselves up for the release of The Big Red Adventure, already out on PC and rumoured for release soon on the Amiga.

It's being developed by Dynabyte, programmers of the good-but-never-quite-made-it-to-the-shops Nippon Safes Inc., and er, Late Night Sexy TV Show.

Featuring the three characters from Nippon Safes Inc. – Doug Nuts, Dino Fagoli and Donna Fatale – BRA is set in what remains of the present day Soviet Union and centres around a communist plot to reclaim the 'old Russia' and turn it into commie land again. It isn't strictly speaking going to be a feast of historical accuracy, more a comedy adventure whereby you play the role of all three characters in turn in an attempt to prevent an evil doctor from re-animating Lenin. Not entirely sure what time scale we're talking about, but

let's hope it's soon, because the evidence here (these PC screenshots we've managed to scrape together) suggests it might be good.



More amber nectar

The older members of our readership may remember that, what seems like 15 or so years ago, we reviewed Thalion's excellent Amberstar follow-up, Ambermoon, fully expecting, as indeed were Thalion, that the game would be released the following month. Well it wasn't, but it is still on the way, as indeed is another game – provisionally entitled Fire Team Alpha – using the same impressive engine.

Played from the familiar 3D perspective, Fire Team Alpha puts you in control of a crack four man team of do-gooders as they embark upon various dangerous missions.

Apparently you will be able to control each man separately or the team as a whole, and Thalion are adamant that their game will take you

beyond the usual dungeony confinements and into the open air.

We're promised it'll be quick, and it's likely to be out soon after Ambermoon. Which is set for release "soon". Hmm...



The game that bites

When you are told that the best thing to ever happen to the computer world is about to take place, you generally take it with a pinch of salt. And that's exactly what we did when a Mr. Alan Briggs arrived at our stand at the World of Amiga Show with a press release that sounded pretty spectacular to say the least.

Out of interest we gave him a call when we got back to our cosy northern hidey-hole and, with a refreshing difference, this guy was keen. SHARC Squad was going to revolutionise the CD32 he said, and we started to believe him.

A factor in this was the news that Commodore (or Amiga or whatever they're called), are planning to combine the title with their new FMV module for the CD32 when it is released in May. The Full-Motion-Video card has been promised for many months, but a date is now actually on the cards.

SHARC Squad's inclusion in the package is set to propel it into many a home in 1995. But why is it going to be so ideal?

Well, Briggs reckons he's developed a system so good that major Hollywood producers are interested in it. The kind of brash quote you'd expect to come away with after a conversation with him goes along the lines of, "I've just been watching clips of the new movie Stargate to see if any of their special effects are better than ours, and to be honest, they're not!"

And who are we to argue? Alan Briggs' credentials are there for all to see. As a retired Hollywood movie producer himself, he knows more about films than most people have forgotten, and he has set out with SHARC Squad to come up with the ultimate in interactive entertainment.

Briggs makes no bones about his product by saying it is not a game, but an interactive movie. PC games of this ilk have had a bit of a bashing in recent months for being fancy but having no real gameplay, but the storyline based around killing a terrible undersea creature at least sounds quite promising.

The game will come on multiple CDs and filming is due to start any minute now. Watch out for a full feature in next month's issue of Amiga Action.

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The Alien Breed series has not only firmly established **Team 17** as one of the country's top Amiga software publishing houses, it has also demonstrated the power of the Amiga as a games machine. Team 17's Media Manager, Alan Bunker, talks us through the history of Breed and its importance to the company, as well as telling us all about the next in the series, the much gossiped about Alien Breed 3D. Take it away, Alan...



Alien Breed 3D: set to prove to the doubters that games of this ilk are not only possible on the Amiga, but capable of being every bit the equal of other formats...



Every detail has been thought of, right down to the bobbing up and down as a genuine simulation of walking

Alien Breed

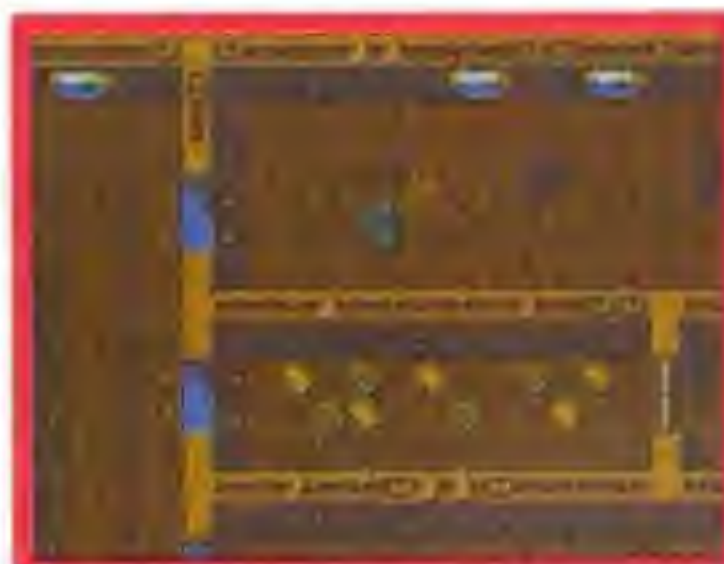


Yes, Marcus Dyson is most definitely the son of Satan. And yes, this really is his better side

"Oi, mate, you look dumb enough to let us fasten loads of explosives to you for the sake of realism." And then it was never even incorporated into Tower Assault – what a wally!



Long before I joined Team 17, I was a member of a certain Amiga games magazine. I once had the privilege of reviewing a game from a then not-so-famous company – the game was Alien Breed, the company was Team 17. Little did I know at the time that this was to signify the dawn of a new leading force in Amiga games publishing, and more interestingly, the dawn of a series of games which would grip Amiga owners firmly by the balls and confidently state time and time again, "I'll be back!"



And Alien Breed did come back. In fact, Alien Breed has been reincarnated four times so far with another one on the way. It's a growing family with a captive and appreciative audience.

By the time I left Amiga Action (yes, I had the dubious privilege of working with someone who thinks he is a chicken and refers to himself as such), I had also reviewed and raved over Alien Breed '92, a kind of wide-screen version of the original Breed – it had more levels and more futuristic action and mayhem. It was now that Alien Breed became an institution – a benchmark. AB '92 smashed Gallup records, remaining at Number One in the Amiga software

charts for 33 weeks, and even today, it still proudly holds that record.

Alien Breed II followed. Then Alien Breed Tower Assault polished off the love affair we all have with Breed. Breed had grown beyond belief, and it has to be said, is responsible for a large share of Team 17's success.

But why does Breed hold so much appeal? What are the thoughts of the major players involved with the Breed games? Just how important has Breed been to Team 17? And of course, what about the new Breed which everyone is talking about, Alien Breed 3D?

The first roots of inspiration surely derive from Atari's spectacular coin-op, Gauntlet. This was an outstanding top-down frenetic blaster for up to four players. You had to find keys to open doors, potions to restore energy, and then escape via the distant exit. The violence was non-stop and the explosive sounds pounded the eardrums while speech crackled over the top. As you can tell, the similarities are there (although it has to be said that the speech and music in Breed are much better and hugely influential in creating the atmosphere).

Gauntlet sparked a number of home computer spin-offs – Electric Dreams' Dandy, Firebird's Druid, Pandora's Into The Eagle's Nest,

the bizarre Ranarama from Hewson, and of course, an official coin-op conversion by US Gold. In 1991, Alien Breed rekindled the fire but with a more up-to-date, contemporary setting – space. Sorry? What was that? Inspired by the Alien movies? Er, no, don't be silly!

The initial thoughts and ideas for Alien Breed came from graphic artist Rico Holmes, who was to take up the challenge of designing and bringing to life the game's inhabitants. Rico explains, "My inspiration for Alien Breed came from playing both Rebel Squad on the Spectrum and Paradroid on the C64. I wanted something that took the atmosphere of Rebel Squad and the action and puzzle elements of Paradroid." And we all remember Rebel Squad, don't we?

"The finished game of Alien Breed was better than first anticipated", adds Martyn Brown, Team 17's Creative Director and two legged dromedary. "This was because I made the decision to go 100 per cent for a one meg only game. This made everything more colourful and much slicker, especially the sound, which was in itself a massive contribution to the overall atmosphere of the game.

"The Special Edition '92 version came about because I felt that the game was so popular – it warranted it. This was much against the feelings of Rico I might add! I actually felt we made a few design errors in the original Breed, the game contained too few levels and they were too hard. The original Breed had only six levels.

d 3D ■ **from beginning**
■ **to end**

Action Feature

Trivia #1

We all know Allister Brimble is responsible for the superb Breed sound effects, but did you know it's his mother, Lynette Reade, who provides the sultry speech?

Debate is still raging as to whether the weapons should appear in front of you on screen

I've seen nearly every game of this genre, and I found them to be disappointingly unrealistic in respect of character movement, and they all held very little weight in the playability department. AB3D will prove to the disbelievers the possibility of this kind of game on the Amiga...'

KENNY GRANT, PRODUCER

"The response to Special Edition was phenomenal, and personally I was very satisfied with the balance of Special Edition."

This comment is vindicated with the popular specialist press remarking at the time, 'If you enjoy a good shoot'em-up, they don't come better than this.'

Continues Martyn, "We didn't charge full whack for Special Edition because it was essentially the same game with more levels. And since the original sold poorly (in comparison with what we thought it should have done), we thought we would try it at a lower price. We also did this with Tower Assault although it cost a bit more because we spent six to seven months developing the title - Tower Assault was nearly a complete rewrite in the end."

Not long after Special Edition '92 stormed the stores, rumours began to circulate about a full blown sequel. The rumours soon escalated, but in actual fact, Alien Breed II did not emerge for another 12 months.

"The demand was such after the phenomenal sales of ABSE '92 that it was inevitable Alien Breed II would happen", concedes Martyn. "But the team took a year off to do Superfrog, an entirely different game, so things didn't go stale."

Says Rico, "If you have had success with a game you've enjoyed doing, you really don't want to see it get dated. There is also the aspect

of having things in mind while producing a game when you realise that you just have to call a halt on things if you ever want to see it go to market. Whatever game anybody does, there's always something more you can add."

Within the walls of Team 17, Alien Breed II is much respected, but there's a realisation among everybody here that it didn't quite hit the nail on the head. Martyn explains why, "Alien Breed II didn't have the balance and the feeling of the earlier games, and it lost the strategy. We did Tower Assault because I wanted to close the file on the Breed games with a massive, enhanced, perfectly balanced version which didn't play in a linear fashion - to appeal to all the input we've had from the public over the previous three years."

"I was very pleased with Tower Assault, especially as none of the original team worked on it - it gave it an amount of freshness and we balanced the game out well."

Tower Assault was, yet again, a Breed game produced by Swedish talent. Stefan Boberg (coder) is also the man responsible for the widely used LHA compression system, while 16 year-old Tony Senghore modernised and adapted the graphics. And the original Breed team? Well, Rico and Andreas Tadic (coder) were working on King Of Thieves. I say 'were' because ROT has now been dropped and the dynamic Swedish duo of Holmes and Tadic are set to begin working on another project which, at this moment in time, remains top secret!

After numerous Breed games, has it become a bind for Martyn and the rest? "No, it's never been a bind. If it was, we wouldn't have kept on doing

it. If there isn't the enthusiasm for a project, then we will not work on it", says Martyn. "The games have been fairly well spread about and the last version was done by another team, so the original programmers didn't really work on all versions and therefore get tired."

"The series has also been very kind to ourselves, the development team, and we hope it's kept a lot of players happy - which suits us all down to the ground. I do think you have to be very careful about the thin line that means (a) you've done enough, leave it at that, and (b) overkill. I think four games in four years is (a). Breed has its fans and we are here to give gamers what they want, hence the latest version."

Currently in development and a major attraction at the recent World Of Amiga Show held at Wembley is Alien Breed 3D. Doom on PC gripped the world and transfixed the majority of the population to glaring monitors, and at Team 17, excitement is in the air and expectations are high for Alien Breed 3D - everyone is confident that this will be the best Doom style game on Amiga.

The game's producer, Kenny Grant, explains why he thinks Alien Breed 3D will lead the way on Amiga and CD32, "I've seen nearly every game of this genre whether it be PD or commercial. In conclusion, I found these games to be disappointingly unrealistic in respect of character movement, and they all held very little weight in the playability department. AB3D will stun, and will prove to the disbelievers the possibility of this kind of game in playable form on

Alien Breed programmer, Andreas Tadic. Now what did your mother tell you about pulling faces?



Trivia #3

Although Rico lives and works in Sweden, he's actually from Doncaster! He moved to Sweden to live with his Swedish girlfriend.

Trivia #2

The developers behind the Gauntlet-esque game, Into The Eagle's Nest, are working on a project for Team 17. They go by the name of Synergy and are currently engaged with an arcade adventure title in the Zelda vein called Witchwood.

And his girlfriend thinks it's big as well! 3D animator John Allardice has to turn away, green with envy, during the making of Tower Assault's 3D intro

Martyn Brown, Team 17's Creative Director, very mature and respectable citizen, Mr. Nice Guy, ambassador for the company... what a fine example he sets!



the Amiga that their pessimism is totally unwarranted."

In a way, Alien Breed 3D happened by 'accident'. Martyn Brown once more takes the reigns. "We were talking initially about doing a Breed 3D for PCs only, but then Doom got released and so we thought there was no point bothering. Then I was reading through some stuff on the 'Net and read a message by a maths guru at York University. We met, and after I saw his stuff, it was obvious that it could be done on the Amiga, and Breed 3D could live after all.

"Breed fans can expect the best elements from the previous game with the idea that they are being hunted in a 3D universe, a universe that is completely texture mapped and features many breathtaking effects. It's a complete departure from the original in terms of looks, but the atmosphere of being there is greatly enhanced. It's also the closest that the Amiga will come to Doom."

The features list for Breed 3D is immense, looking like the credits list at the end of a Hollywood blockbuster, and some of the main game aspects to enthuse over are as follows...

First and foremost, Alien Breed 3D will feature over 20 levels of super-smooth, 360 degrees 3D movement – no jerks, no 45 degree-only turns. We are talking full rotational character movement without sporadic jumping.

The graphics, as Martyn has said, will be fully texture mapped and Gouraud shaded. The enemy will consist of aliens as well as a host of other grisly bad guys out to chew your ass. The intelligence of the Breed is something we are

working hard to get just right – they will not just aimlessly wander about the gloomy corridors of the 3D environment, they will be able to hear you and thus seek you out through sound.

Someone said something to me about a split-screen two-player mode. I got very moist. Then some weeks later, someone said to me, 'Don't be silly, that can't be done.' I got very tearful. But there will be a two-player mode, albeit via a serial link. And the great news is that you only need one copy of the game to play via link-up rather than having to buy two versions – yes, you'll be able to back-up your disks and enter into simultaneous two-player co-operative mode straight from the off!

That's not all either. Nah! For the finished Breed 3D is destined to have a vivacious and downright violent Doom style head-to-head two-player mode where players pelt around a level, picking up all manner of firepower, first aid kits, and so on. Then you 'simply' track down your opponent and blast them into that other place known as oblivion! The person who notches up the most kills wins the match.

A full screen display will envelop the players, drawing them into their eerie, futuristic surroundings. At the moment, the tension-inducing background throbbing that has become an integral part of the Breed atmosphere is also incorporated into Breed 3D. It's very John Carpenter-like – all that's missing is a bald cool staggering around and muttering, '...pure evil beyond human understanding'. But I can't imagine a Jamie Lee Curtis cameo appearance.

In addition, look out for 'real-time inverse-kinematic objects'. According to those in the know, (ie Team 17's Marcus Dyson), this means the creatures in the game act individually and realistically as part of a model, as though in real-life. So, for example, if you were to move your foot, this would automatically affect the rest of the leg as though the in-game character had bones in the body. Every movement realistically affects the rest of the body... and if there are people out there who don't understand that, then all enquiries should be directed in Marcus's direction 'cos he explains it so wonderfully well!

Programmer Andy Clitheroe has his work cut out. This is his first commercial product and one of Team 17's most ambitious Amiga projects ever undertaken. But everyone firmly believes that Alien Breed 3D will start tongues wagging and mouths drooping.

Alien Breed 3D will be available in April or May of this year for PCs and CD32 machines, and will retain a full price. Amiga, which will no doubt keep vulturing the market over the next month or two, so look out for more information and news within these pages.

And the final say has to go to Team 17's Creative Director Martyn Brown, the source of the company's ideas and the man who really is the essence of Team 17. "Alien Breed 3D is here. Definitely. Yes... it stops. I'll put my two pence worth in and I will, on the statement that Breed 3D is the best ever Amiga game of all time. Although that's not to say the game will not resurface in another form or any other platform in another year."

Get your tackle out

If you want to compete with the best, you not only have to have the natural ability, but decent hardware and software. For reference (and to make you all extremely jealous), Rico's set-up is: Amiga 4000/040 120Mb HD Syquest HD (105Mb) +6 Cartridges Extra 1/2 Gig HD

16 Megs extra (fast) memory SCSI-2 Controller Picasso 2 GFX Card Toshiba 2x CD-Rom And any graphics software you care to mention Pentium P90 PCI 1/2 Gig HD SCSI-2 Controller Soundblaster 16-bit

Diamond Viper PCI (4Mb) graphics accelerator Nec 3x CD-Rom Wacom UD1212 (a4) Pressure sensitive graphics tablet Philips Brilliance 1720 17" multiscan monitor Epson GT6500 Flatbed Scanner Canon BJ10ex Bubblejet Printer USR 14400 DS Modem

UFO

ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR

**"This is the best game
I've ever seen" 97%**

COMPUTER GAME REVIEW

1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

One thing is certain - it won't be easy!

IBM PC screenshots shown. Actual screens may vary

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S T R A T E G Y

MICROPROSE

Charts

CHARTS COMPILED BY
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NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	SENSIBLE WORLD OF SOCCER	RENEGADE	£29.99	SPORTS SIM
2	3	MORTAL KOMBAT 2	ACCLAIM	£29.99	BEAT'EM-UP
3	0	CANNON FODDER 2	VIRGIN	£29.99	ARCADE STRATEGY
4	4	ALADDIN	VIRGIN	£29.99	PLATFORM
5	2	BEAU JOLLY COMPILATION	VIRGIN	£34.99	ER, COMPILATION
6	6	FOOTBALL GLORY	BLACK LEGEND	£25.99	SPORTS SIM
7	8	ALIEN BREED: TOWER ASSAULT	TEAM 17	£26.99	SHOOT'EM-UP
8	0	PREMIER MANAGER 3	GREMLIN	£25.99	SPORTS SIM
9	★	SKIDMARKS	ACID	£25.99	RACING
10	5	JUNGLE STRIKE	OCEAN	£27.99	SHOOT'EM-UP

ALIEN BREED: TOWER ASSAULT



MORTAL KOMBAT II



11	0	SHADOWFIGHTER	GREMLIN	£35.99	BEAT'EM-UP
12	12	KICK OFF 3: EUROPEAN CHALLENGE	ANCO	£29.99	SPORTS SIM
13	1	RUFF 'N' TUMBLE	RENEGADE	£29.99	PLATFORM
14	★	ON THE BALL	ASCON	£34.99	SPORTS SIM
15	★	SOCCER KID	KRISALIS	£24.99	PLATFORM
16	★	CHAMPIONSHIP MANAGER	DOMARK	£29.99	SPORTS SIM
17	★	FRONTIER: ELITE 2	GAMETEK	£29.99	ARCADE STRATEGY
18	★	INTERNATIONAL SENSIBLE SOCCER	RENEGADE	£29.99	SPORTS SIM
19	★	CIVILIZATION	MICROPROSE	£29.99	STRATEGY
20	★	MICRO MACHINES	CODEMASTERS	£24.99	RACING

★ = RE-ENTRY 0 = NEW ENTRY

Action reviews

Not a great month for reviews but we've still come up with the goods to bring you the month's releases



CD32

Every game in Amiga Action is given the mark we feel it deserves.

Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon

in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for

is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it

doesn't we'll save ourselves the trouble and not bother. Make sense?



A1200



Flink CD32

P24

More platform shenanigans in this offering from Psygnosis



Kingpin

p28

Straightforward bowling sim from Team 17. Are you up to the challenge?



X-It

p22

Yet another brain twister. It's a busy month for Psygnosis as they unleash this oddity to test even the most avid puzzle freak!

Dawn Patrol

p20

First World War flight sim. Chocks away, reach for the skies, etc



And the rest...

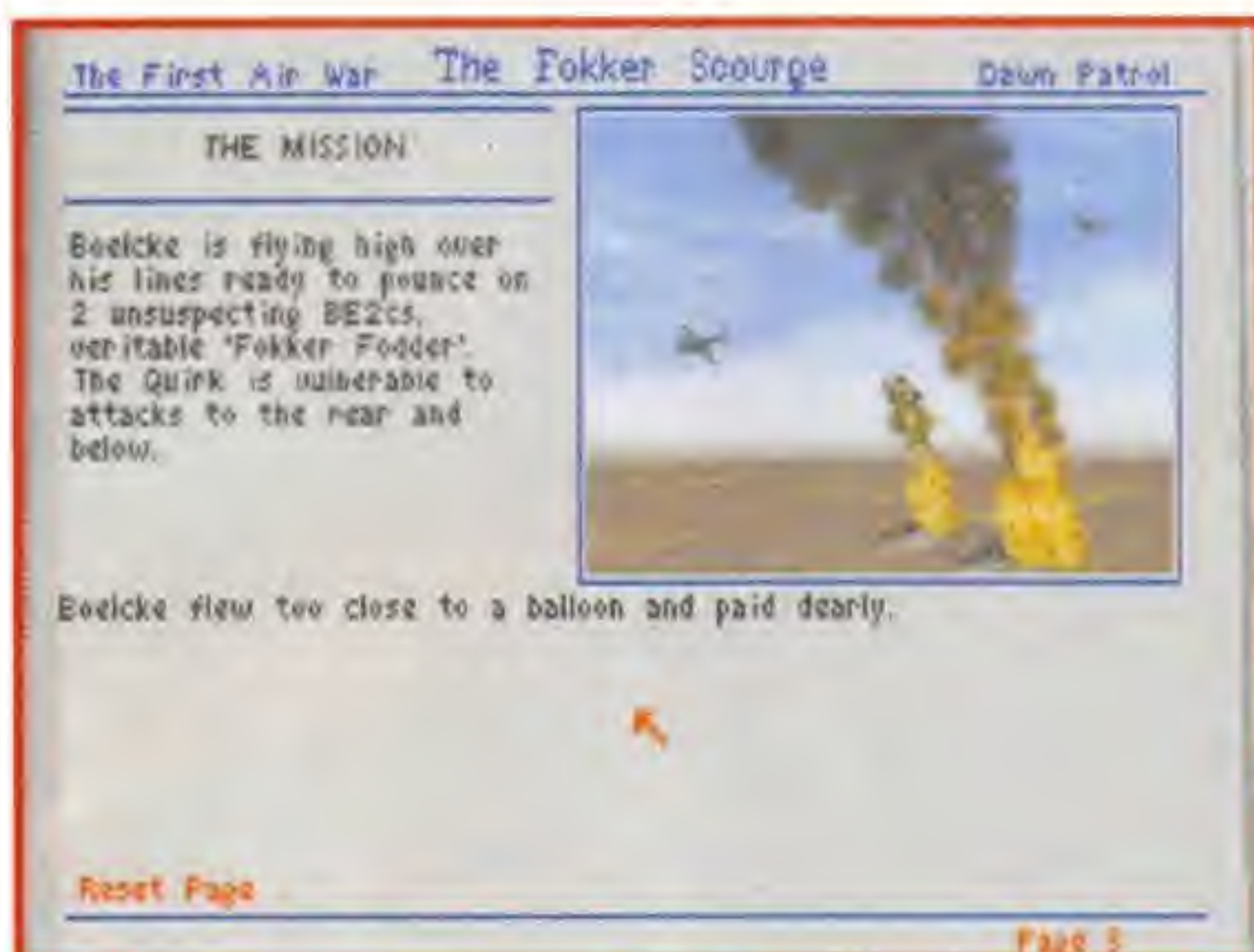
Roketz p27

Benefactor CD32 p30

Theme Park CD32 p30

Guardian A1200 p31

ACTION REVIEW FLIGHT SIM



Resisting any urge to crack an oh-so hilarious Fokker joke, Boelcke has crashed into a balloon. What a loser



Dawn Patrol

My God! A flight sim. Yes, a flight sim on the Amiga. No, not a shoot'em-up or platform game, a 100% seat of the pants flying extravaganza. Steve McNally can't believe his beady eyes

own merit, then things become a little different [and a damn sight less cynical - Ed]. The first impressive thing is the packaging. If you're a fan of lavish presentation (which I am), then you're going to be more than happy with Empire in this instance. The disks are supplied in an enormous box with a particularly stirring image of a dogfight on the front, and there are lots of gold embossed bits to make it stand out on the shelf. Take the lid off and yet more delights await you.

Three books lurk inside, two not so interesting and one a little more fascinating if you like that kind of thing. One is a technical supplement to help you get things up and running, one is a user guide (very nicely presented but a little bland), and finally there's a limited edition book from the Famous Flyers series. Entitled Manfred Von Richthofen: The

There's a feast of information tucked away in Dawn Patrol



The planes circle Palma airport as another air traffic control strike takes its toll

Dawn Patrol - well, it's certainly a refreshing change from the usual mindless games that come through our offices. But unfortunately, after I'd played it for a while, it became clear just why software companies abandoned the field, because flight sims really have been done to death on this format.

You may think that can't be so because the PC flight sim market continues to expand, but the difference is that PC technology is constantly evolving whereas the Amiga, for whatever reason, has remained static. Hopefully, when the new owners of Commodore finally get into place, machines will begin to emerge that will breathe new life into a tired genre. But until then, there really isn't much point in bothering.

However, maybe I've jumped the gun a little, because if you take Dawn Patrol as a case on its





Check out those sumptuous graphics. No one could ever say they were blocky. Oh no



Check me out as I put on a dazzling display of aerobatics for the massive crowd below. Then crash into them

If the Germans had thought to put machine guns on their balloons they'd have won you know



Get your parachute ready mate. I'm about to blow off your tail. Er... I mean with my guns of course



O!

Man and The Aircraft he Flew, the book charts the flying career of the infamous Red Baron, German Flying ace and the man bestowed with the ever so slightly macabre title of World War One Ace of Aces, an honour he earned for killing more people than any other pilot during the period. I don't profess to have read the book at all because the subject matter doesn't really interest me that much, so I can't tell you how good or accurate the textual content is, but there are some pretty nice pictures if that's any use. All this serves well to set the tone for a particularly engaging flight sim.

Up-tiddley-up...

Never having experienced war first hand I'm certainly no expert, but it has always seemed a little strange to me that aerial combat during the period seems to be looked upon through rose coloured glasses. For instance, there's a quote on the back of the box from a Major McCudden V.C. who says, "As long as I live I shall never forget my admiration for the German pilots." Why is that mate? Surely they've just spent the last four years trying to blow you out of the sky for God's sake. Get hating them my son.

Anyway, this camaraderie is what Dawn Patrol attempts to recreate. Obviously, given the time period, there are no fancy radars or cluster bombs to help in the heat of battle, so you'll just have to rely upon your machine guns, your wits and your stiff upper lip to get you through.

The graphics are quite nice but not really that detailed. They more than serve their purpose, but given the supposed specs of the A1200, you perhaps could have expected something a little more than this. However, there are plenty of different views to mess around with, including some especially handy lock modes to allow you to keep the target in view at all times.

The main crux of the game obviously lies in the flying part itself, and Empire don't disappoint on that score. Over 150 historically accurate missions have been lovingly programmed to allow you to experience the whole range of World War One missions, from dogfighting to Balloon Busting, each with a full mission briefing to keep you fully informed.

If it wasn't for the concerns I voiced earlier then it would be quite difficult to find fault with Dawn Patrol, as it has all the essential aspects of a great game in abundance.

Excitement, atmosphere and realism have all been catered for, and the packaging is a dream. If it hadn't been done several times before then it would be just about perfect, but as it stands, it's just a good game that provides a welcome break from the endless round of shoot'em-ups, platformers, RPG and strategy games that we have to look at. **A**

THE LOW-DOWN

PUBLISHER Empire
CONTACT 081 343 7337
HD INSTALLABLE Yes
PRICE £34.99

GRAPHICS	78%
SOUND	84%
PLAYABILITY	86%
DIFFICULTY	Variable

Dawn Patrol is a good, solid flight sim the like of which we don't see round these parts much anymore, and to be honest, it's a more than welcome change. However, Johnnie Cynical that I am, I do have one or two concerns, mainly in the "it offers nothing new" area. High quality presentation will no doubt provide a high return in financial terms, and Empire deserve full marks for effort, but I feel that the games could have perhaps been a little more adventurous. 10 out of 10 for the packaging, but unfortunately only eight for the game itself.

REVIEWED BY STEVE

SECOND OPINION

Takes me back some, this... We were somewhere over Europe - June, I think it was, 1943. Or was it '42? Anyway, Jerry was on our tail, and we all wanted to get back to Blighty in time for tea and crumpets. Well, me and Digger Baggins hatched a bit of a plan... etc.

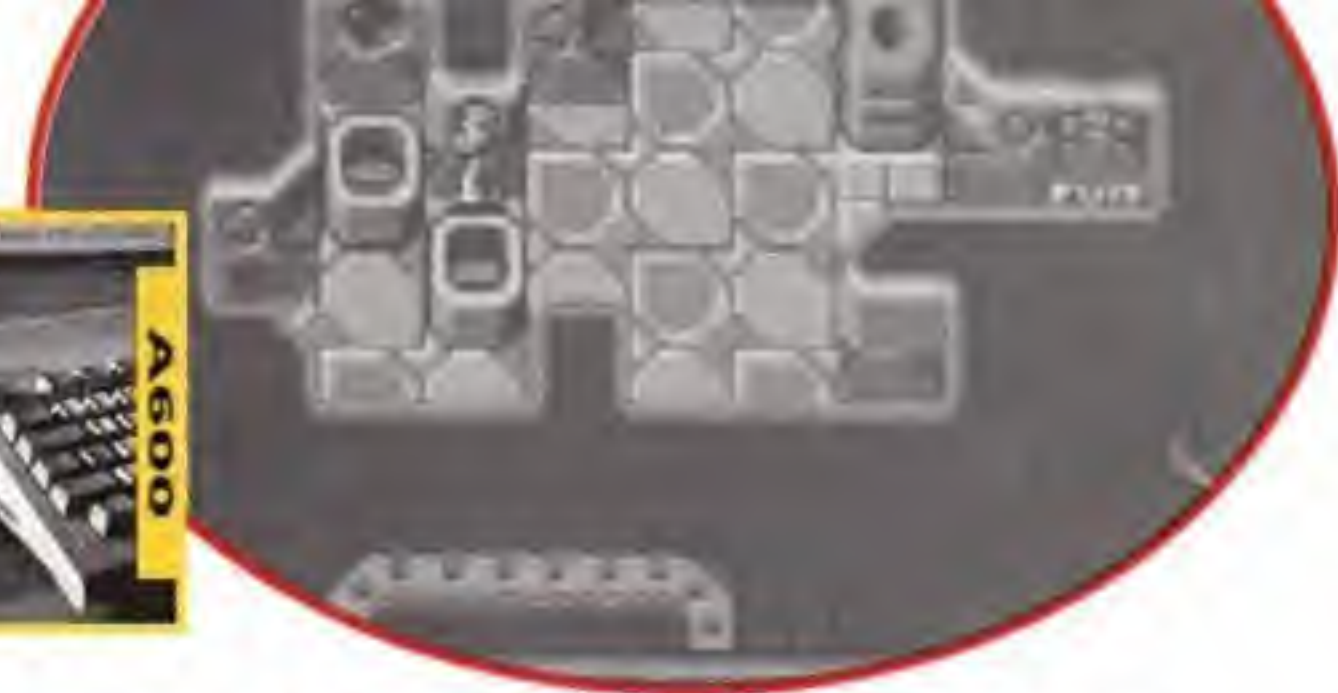
OPINION BY BOMBARDIER TOMPKINS (RETIRED)

OVERALL SCORE

80%

ACTION REVIEW

P U Z Z L E



X-it

It takes an intelligent person to review a good puzzle game. We couldn't find anyone so we let Paul Roundell have a go

If you used to watch the early 80's hit TV show Hi-De-Hi ("Ho-De-Ho!" – ah... sweet memories), then you may remember the... I suppose you'd have to call him Reserve Comedian. Spike, his name was – played more than ably by the now not-exactly-snowed-under-with-offers-of-work Jeffrey Holland, who, for my money, was the backbone of this most hilarious of British institutions.

Well Spike had a catchphrase – as all good comedians do – a phrase he uttered with wide-eyed melodrama at moments of impending disaster. This oral outburst could usually be relied upon to make an appearance when, for instance, jovial spiv Ted Bovis had indulged in one too many gins at the camp bar and was in danger of being found in a state of inebriation by the ruthless taskmaster Joe Maplin, or perhaps when Peggy the maid had inadvertently spoiled dancer Yvonne's ball gown in an innocent drain cleaner accident, or when Gladys was about to walk in on what she was sure to mistake for an intimate tete-a-tete between her beloved Mr. Fairbother and buxom yellowcoat, Sylvia.

What Spike did in situations such as these was to stand stock still, stare straight ahead, and in low, clear tones, say, "Oh dear. Oh dear, oh dear. Oh dear, oh dear, oh dear."

And this is precisely the course of action that I followed after reading the manual blurb of X-it that passes itself off for a story. Basically it tells you that Bill

Things begin to get tricky after the first dozen levels or so. Which is good I guess. Probably



is going to give up fish and chips because the last time he ate any he was whisked away to a far off galaxy – the galaxy that you must now rescue him from. There's no further mention of the "favourite British snack", and as it turns out, no reference to our alleged staple diet anywhere thereafter. These are the hallmarks of a very poor and ill-conceived game indeed. Oddly though, X-it isn't such a beast.

Not Zonked Now

The premise is simple: you are the small bloke on the screen, and all around you are various objects which will help, and in turn hinder your progress to the exit or exits that will be located somewhere tricky. X-it (it was due to be called Zonked but the name has been changed, so don't hold your breath for that), is mostly about moving blocks of varying properties and densities around. Watch out though, there are a number of holes and no-go areas into which you or your blocks can fall or indeed become stuck.

The properties of the blocks determine their manoeuvrability and this in turn determines where you can... well, move them to. I think I'm over-complicating matters here. Look, there are things: glue, water, ice, switches and the like that need to be used in a way that will allow blocks to be put in an optimum position. There are bombs



Look out for the glue Bill. Bill...? Bill...? Oh, you've blended into the background...

and keys as well which you will use throughout. Basically, it's a puzzle game! One of those things where you shift stuff around to get to an exit and therefore the next of the dozens upon dozens of levels. The only reasonable sized gripe I can find with it is that there isn't enough explanation in the manual as to what various objects do.

But then – hey! – fish and chips eh? Ooh, the relevance of it all. **A**

THE LOW-DOWN

PUBLISHER Psygnosis
CONTACT 051 709 5755
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	70%
SOUND	60%
PLAYABILITY	82%
DIFFICULTY	Tricky

X-it is, on the whole, a well put together puzzle game which borrows elements from just about everywhere to serve its purpose. And rightly so, because the net result is an enjoyable if not particularly graphically-overawing experience that should go some way towards satiating those who are still waiting for The World of Lems to reach the shops. On the downside, it doesn't exactly sell the Amiga's capabilities, and at a time when we should be looking to the future, would be – with all due respect – better suited to a budget price point.

REVIEWED BY PAUL

SECOND OPINION

It looks like one of the better PD games we get in, but playing it for a while more than bears out its commercial status. Not a classic by far, but fun enough.

OPINION BY ANDY

OVERALL SCORE

76%

ACTION REVIEW

PLATFORM



Flink

Wahey! A CD32 platformer that isn't just a direct port from the Amiga. Steve McNally can't suppress his glee



Flink prances around with joy at the prospect of starring in his very own CD32 game

A determined Flink makes a leap of faith with the prospect of a spike up his bottom



CD32 platformers have never been thin on the ground. It's one of the few areas where gamers on this format haven't been neglected, although the quality of most of the software has been somewhat dubious to say the least. Previous efforts have either been dire, in the case of *Oscar*, or ports of quality computer based games such as *Out to Lunch* and *Fury of the Furries*.

Flink therefore is something of a novelty. It's a good game and the CD32 is the first format that it's appeared on. Psygnosis have been going

through a bad patch lately, and expectations weren't high for this. However, after half an hour's play I was pleasantly surprised.

The first thing I noticed was the graphics – far better than the average, albeit in a youngish sort of way. In fact at first, I was under the impression that the game had been designed with younger players in mind, as it seemed far too easy.

The levels are all quite short and the first few are not what you would call taxing. Don't be fooled though, although the learning curve is quite shallow, the game itself is huge and carries you along on an increasingly difficult wave.

After a couple of hours spent hunched over the controls I found that I was beginning to struggle considerably on the later levels, and the option for the number of continues allowed was quickly bumped up to the maximum.

Because the game is so large, this is an essential feature. If it hadn't been included (there is even an option for unlimited continues), then the chances of anyone ever finishing the game would be small if not impossible.

I can't tell you how many levels there are for certain, but from what I can gather, there are five. That might not sound like a lot, but when you consider that each large level is divided up into 15 or so smaller sub-levels you begin to get a better idea of the whole picture.

It is possible to make use of certain extra springy leaves to access previously unreachable levels. You can also take advantage of rocks that are lying around



The game is set on the fictional island of Imajica, where up until now the inhabitants have lived a peaceful and happy life casting spells and enjoying the uncommonly pleasant weather. Who has disrupted their peaceful utopia? Wicked Wainwright, that's who.

An evil wizard (the aforementioned Mr. Wainwright), has captured the four wise rulers of Imajica in a dastardly bid to take over the island. He has transported the wise rulers' spirits into four hidden crystals and scattered them throughout the island. And to make things worse, Wainwright's volcano headquarters have begun to belch dark clouds of smoke across the land, bringing even more unhappiness to the people.

Stormy Weather

Enter Flink, an apprentice wizard and the character under your control. He has been charged with the task of travelling the length and breadth of Imajica clearing away the dark clouds, collecting majical (sic) ingredients and casting spells in his quest to find the four crystals.

Once the crystals are reunited they will open the gateway to the wizard's lair, where you must face him in a showdown to recapture the island for the forces of good.

Well I don't know where the clearing away dark clouds bit comes in, but I do know that there is plenty of jumping on heads, collecting of ingredients and casting of spells. The last item adds an interesting new dimension to what could otherwise be just a routine game.

To cast a spell you must first find the scroll that relates to it (always in my experience locked in a chest). You then need to search out the ingredients that must be mixed together to create the spell (they can be stolen from unsuspecting merchants who can be found innocently wandering around the forests and towns), and finally, the order in which the ingredients must be mixed together.

This last part – mixing the ingredients – is mostly a procedure of trial and error, the price paid for getting it wrong being a comical explosion which blackens Flink from head to foot. The spells include the likes of Quick Grow Potions which allow you to reach higher areas, and Lightning Bolts which act like a smart bomb.

The map screen charts your progress around the many levels of the game



Slide down steep drops feet first, killing any enemies that get in the way



Apart from the spellcasting we've seen it all before, but not often executed as well as this. The only improvement I can suggest is a little more puzzle solving in the future, and less jumping on heads. But, as the sales charts consistently prove, there are plenty of people out there who lap this kind of thing up.

Flink kept me interested for much longer than most games these days, and to be honest, came as a total shock. It's impossible not to review a game without some preconceived idea as to what it's going to be like, and when I set out to review this I expected to end up writing a much more negative review than this.

Well, what can I say? I was completely wrong, and I think that the mark I've given goes to prove that I've come to terms with my initial scepticism. As

platformers go, it's difficult to fault Flink, and how many times of late have you been able to say that about a game from Psygnosis?

Hopefully now they're back on the right track and we can look forward to a few more of the quality releases they were well renowned for just a couple of years back. **A**

If you ask me, I'd rather let Wainwright get away with it than risk a jump like that



THE LOW-DOWN

PUBLISHER Psygnosis
CONTACT 051 709 5755
HD INSTALLABLE N/A
PRICE £29.99

GRAPHICS	89%
SOUND	86%
PLAYABILITY	90%
DIFFICULTY	Spot On

One of the good things about this job (in fact, probably the only good thing), is coming across a game which sneaks up on you out of the blue and keeps you playing for ages when you should really be writing the review. Flink is such a game and really did come as a total surprise. I'd seen it running briefly before and didn't like the look of it at all, but then it goes and ends up being one of the best platformers I've played in some time. Games like Base Jumpers come along all too often for my liking, hence my dislike of the whole platform thing, but Flink has restored my faith in the genre.

REVIEWED BY STEVE

SECOND OPINION

It's just a platform game, but it's a platform game that is extremely playable and fun. To say that Flink is addictive would be a massive understatement – the more I play it the more I just have to see what the next level will bring. One of the best efforts yet for the CD32.

OPINION BY NEIL

OVERALL SCORE

86%

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ACTION REVIEW

SHOOT'EM-UP



Nice looking isn't it? The 1200 has been used well to create some good graphic effects

Kitting out your ship is important. Get it wrong and you'll wind up dead

Roketz

Classic games are having a resurgence of late, as Paul McNally discovered with the Thrust-inspired Roketz



THE LOW-DOWN

PUBLISHER Exclusive PD
CONTACT See below
HD INSTALLABLE No
PRICE £10.50

GRAPHICS	90%
SOUND	70%
PLAYABILITY	61%
DIFFICULTY	Very Hard

I don't find games where frustration is an integral part at all clever, and while Gravity-based games were good in their time, it doesn't mean I want to play them these days. Maybe I'm being harsh but I'm not convinced that careful negotiation of rocks in a tricky spaceship is all that much fun. On the plus side, it's wonderfully programmed and the graphics are more than worthy of the majority of full priced titles. Maybe The Farm's next game will be the one that sees them break into the big time. If not, they can always re-release "Groovy Train" to tide them over for a while.

REVIEWED BY CHICKEN

CONTACT

Exclusive PD can be contacted at:
 7 Beresford Close
 Waterlooville
 Hants
 PO7 5UN.

OVERALL SCORE

63%

My memory might be failing me fast, but Thrust never used to look like this! Roketz is a Thrust style game with knobs on. The rendered rocks remind me of Super Stardust and the intro screens and weapon selection bits are suitably impressive.

Not surprisingly, with all these pretty effects occurring left, right and centre, you'll need an A1200 to run it, but you may be somewhat taken aback to learn that Roketz is only available via Exclusive PD, whose address can be found elsewhere on this page. Anyway, down to business.

Most of you will have played this sort of game before. You know the kind I mean, a gravity based game where you never truly feel in control of your craft (or is that just me)? In case you're a bit of a novice, let me just explain briefly that the ship you control is

pulled around by the laws of gravity and you have to constantly apply thrusts from your main engines to prevent it from hammering into murderous-looking rockfaces.

Sounds a bit boring doesn't it? Well, the spice is added by sticking in another player and turning it into a battle to kill each other first. So not only is there the problem of avoiding some extremely tight corners to contend with, but you also have to start thinking of a strategy to waste your opponent without getting blown away first.

Rocket Man

The game starts off with a series of screens allowing you to choose one of the six levels and also decide upon the weapons and engines etc you would like to carry on board. It takes a bit of practice to get all the stuff that's right for you, but it turns out to be worth it in the end.

The problem I found with Roketz lies with the control method. I struggled quite a bit to stop the ship hitting the rocks, and therefore got extremely frustrated very quickly indeed. I suppose it's all about learning, but I haven't got the patience for this sort of thing.

At £10.50 you can't really knock it, but you can get the same sort of thing, with less impressive graphics obviously, through PD houses for even less money. As a two-player offering it can be quite amusing for a while, but in the end it's just too limited. Maybe I'm not as forgiving to the greats as I should be, but I wouldn't pay a tenner for Pacman either if that's any help! **A**

There are six nice looking levels to choose from, starting with Wasteland





Kingpin



What's the difference between a bowling ball and a girl from Macclesfield? You can only get three- [No!] Paul Roundell summons the lane technician...

I've only got small hands, me. Usually this isn't a problem – in fact my popularity in the office has never been greater than when Production Editor Neil's car keys became stuck behind a cabinet, irretrievable to all but a lithe-digitated individual such as myself. Of course the euphoria of my novel state of non-friendlessness soon wore off when my secret became known.

Everyone realised precisely why I had been able to collect these most important items of vehicular ignition, to which my now special nickname of Girly Hands is testament.

Er, oh yes, hands. Well they can be kind of a problem when I embark upon a night of ten pin bowling. Take, for instance, one of the first dates with my girlfriend, at a somewhat seedy bowling alley in East Lancashire (for I am, surely, the master of romance). The shoe changing went with hardly a hitch, aforementioned female companion more than happy to accept that the all-pervading fetid stench which escaped my socks was actually emanating from a squat, fat bloke in nylon trousers abandoning himself to a frenzied game of Shufflepuck Café.

And, after the initial embarrassment of failing miserably to type our names into the computer properly, the game was on. Not being that big on finesse, it seemed reasonable to assume that the best way of racking up a massive "try-not-to-fancy-me-after-that-darlin'" score was to send down the biggest, heaviest ball just as

fast as I could. So, up I strode to the receptacle and chose my weapon – a gunmetal grey, 18 pound monster that could have been the stunt double for a wrecking ball.

The three dark holes stared up invitingly as I plunged my hand downwards. And downwards. And downwards, until I found myself buried to the wrist in just one of the holes that was obviously intended for a person of substantially heavier build than me.

Never mind, the green 16 pounder looked every bit as tough, and would no doubt become a virtual extension of my arm for the next hour as I ripped into set after set of unsuspecting skittles.

But no – there was still room for the best part of my hand. OK, the sturdy brown 14 pounder – better, but still more than able to accommodate three fingers. Shamed now, I determined that I would send down the still-dignified maroon 12 pound sphere come hell or high water, and twig-like fingers rattling around inside its vastness, I hastily approached the line from which there would be no return.

Gripping limply

All too late I realised that my lack of grip would render me incapable of exerting the control necessary not only to send the ball in a vague facsimile of the right direction, but also to prevent it from dropping hopelessly from my hand and lurching into the gutter less than half way down the lane after three pathetic-looking bounces.

The evening passed, slowly, and I spent a good deal of the remainder of my time waiting for a small girl two lanes down to finish her turn so that I could use the luminous pink eight pound



Good old Steve – the Kingpin King, that's what we call him here



In an ideal world the ball would be slightly more towards the centre. Steve again, probably...



ball that could well have been tailor made for me. I don't go bowling any more...

And nor do I have to, because Kingpin, the much needed champion of small-handed adults, is here to slay away my shame. The mere fact that so much coverage has been afforded a... well, budget priced bowling game, suggests that we, the gaming public, are getting a mite fed up with offerings that, while they might look very nice indeed, have about as much playability as Doofus.

Kingpin really couldn't be simpler – it's bowling. You can play it alone or with up to five friends, as a single game or a five leg match, in pairs or even triples, and the aim is to knock the skittles down.

The way it will be played most is as a one-player game, and with name entered, sex and dexterity chosen, it's into the arena you go. A number of balls of varying weights are yours for the choosing, and these can be switched around at any time.

Good position

A strengthometer of sorts is displayed to allow you to alter your shots which are aimed by means of a pointer. The pointer skims across the lane, the idea being to let fly by a press of the button when you judge it to be in the best position. The chosen strength of your shot affects the speed at which the pointer moves, meaning that slower shots are easier to control.

After each set, (two shots at the pins, providing you didn't get a strike with your first), your score is tallied by the realistic-ish game computer, which gives you a running total throughout.

Although it's very tricky to do in reality, you'd think that in a computer game, once mastered, surely it should be easy to score a strike every time? To counter this, the programmer has added a random element in the shape of the performance of the lane itself.

KINGPIN - Arcade Sports Bowling								
	1	2	3	4	5	6	7	8
PAUL	7	15	24					
STEVE	7							
NEIL	16	25						
ANDY	5	14						
FIONAB	9	18						
MULLER	9	18						

KING PIN - Arcade Sports Bowling

PLAYER DETAILS:

Player 1

Name PAUL
Sex Male
Ball 8lbs
Hand Left
CPU-Skill N/A

Ah, this is where we sort the men from the boys

Each time you start a new game, information appears regarding the speed of the lane, how it's 'hooking' and how much spin is available. The 'hook' pertains to how much a straight shot will be affected. For example, if the lane is hooking slightly to the right, a shot sent straight down the middle will connect slightly to the right of centre.

You can employ spin – Kingpin's airtouch – to combat the hooking feature, and this can be added as soon as the ball leaves your hand. Again this affects the direction to varying degrees.

Actually the spin is overexaggerated, and would have been better toned down. Apart from that, everything appears to run as true as you could reasonably expect, and although computer bowling may seem like an incredibly dull concept, Kingpin becomes extremely addictive in a very short time. It's very easy to sit through set after set, intent on beating your previous high score, which you can save to disk along with other statistics.

Aside from this, Team 17 have added the Arcade Spares Challenge, where you aim to demolish a series of set 'spares' (loose skittles) in three shots or less. Nothing whatsoever to do with the real thing, but it's a welcome break from the norm, and good fun with it.

And that's Kingpin, a horrendously bland-sounding idea, executed well and with very few flaws, that quickly becomes engrossing. And as always, it's much more fun with two. **A**



THE LOW-DOWN

PUBLISHER Team17

CONTACT 0924 385903

HD INSTALLABLE No

PRICE £12.99

GRAPHICS	75%
SOUND	80%
PLAYABILITY	86%
DIFFICULTY	Spot On

Surely once you've bowled a couple of strikes the game becomes stale and the disks become formatted? Well, no. Graphically Kingpin is very basic indeed, and yes, it would have been nice to be able to, say, follow your ball down the lane in much the same way as Archer Maclean's Pool. And it's true that the game does lack the tournament mode that would ultimately elongate its appeal. However, all too often, simple concepts get ballsed up by over-complication, and by providing us with a basic game at a very basic price, Team 17 would appear to have a winner on their hands. Not quite as good as the equally affordable Arcade Pool, but it's gripping fun and surprisingly long lasting. My God, it sounds like a cigar!

REVIEWED BY PAUL

DIFFERENCES

The A1200 version of Kingpin has several pieces of very nice digitised speech, but unless you're absolutely desperate to learn that 'Lane 15 is now cleared for play' or that the driver of car registration number L580 BHD is blocking the entrance, then I wouldn't worry about it too much.

SECOND OPINION

Kingpin is, if you ask me, a bit lacking in the old gameplay department. Fair enough, it's quite cheap, but I find it difficult to see anyone playing for more than a couple of hours. So, you should ask yourself if you don't mind spending thirteen quid for such a short experience.

OPINION BY STEVE

OVERALL SCORE

84%

ACTION REVIEW REVISITED

Guardian

Acid software are on a roll. It started about 18 months ago with the release of Skidmarks and, despite a relatively quiet period in the middle, they have continued to develop momentum ever since. Acid have yet to disappoint us by releasing a less than excellent game. We've had the aforementioned Skidmarks, we've also had the excellent Roadkill and Guardian, and with the promise of the eagerly awaited Blitz Tennis (formerly masquerading as Center Court Tennis), the future looks just as rosy.

Those who can't wait for the next new release from New Zealand's finest can pass the time with a new version of what is arguably their best release to date, Guardian.

Now people who are lucky enough to own A1200s can marvel at the sheer wanton destruction supplied by a game that many people consider to be the CD32's finest hour.

The game concept is unbelievably simple. You fly a little ship and a big ship floats down, deposits some other little ships and then floats off again. It



is your job to destroy all of the other little ships before they can destroy your little ship. What could be easier? Well just about anything actually because this is very tough indeed. It took me quite some time just to get off the first level, and when you consider that this is a piece of cake compared to the later stages of the game, you are given some idea of just how difficult things get.

The main stumbling block at first, for all but the most hardened gamesplaying genius, is the speed at which everything moves. Things happen so quickly that you can be happily blazing away at some distant craft while some other spaceship sneaks up behind and destroys you before you've even had time to glance at your radar to find out who's where.

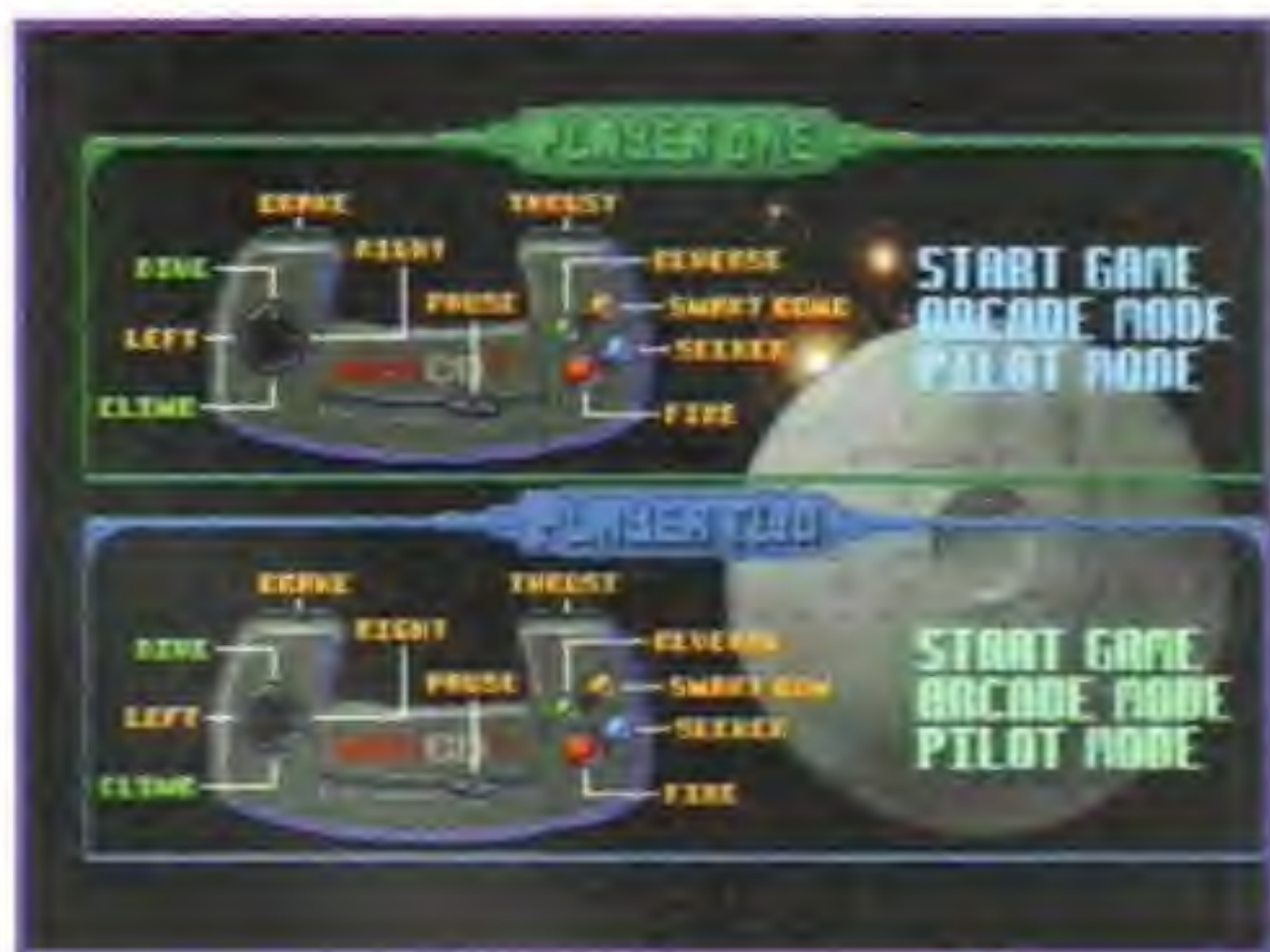
You soon learn that the only way to survive in Guardian is to keep on the move at all times, but even that serves to make hitting your enemies all the more difficult. Guardian may seem simple, and indeed the

concept is, but when you've scratched the surface you realise that the complexities arrive in number when you begin to consider the detailed battle tactics which are required to stay alive.

This is one of the most deceptive games I've ever come across. Although it is an all-out shoot'em-up, it is most definitely not mindless, at least not if you intend to be successful, and it's just as good on the A1200 as it was on the CD32.

It looks identical, plays identically, and with the exception of using a combination of keys and the joystick to control your craft instead of the CD32 controller, it is identical.

So, here's a message to everyone who takes their A1200 seriously - Guardian is a game that you simply have to own. **A**

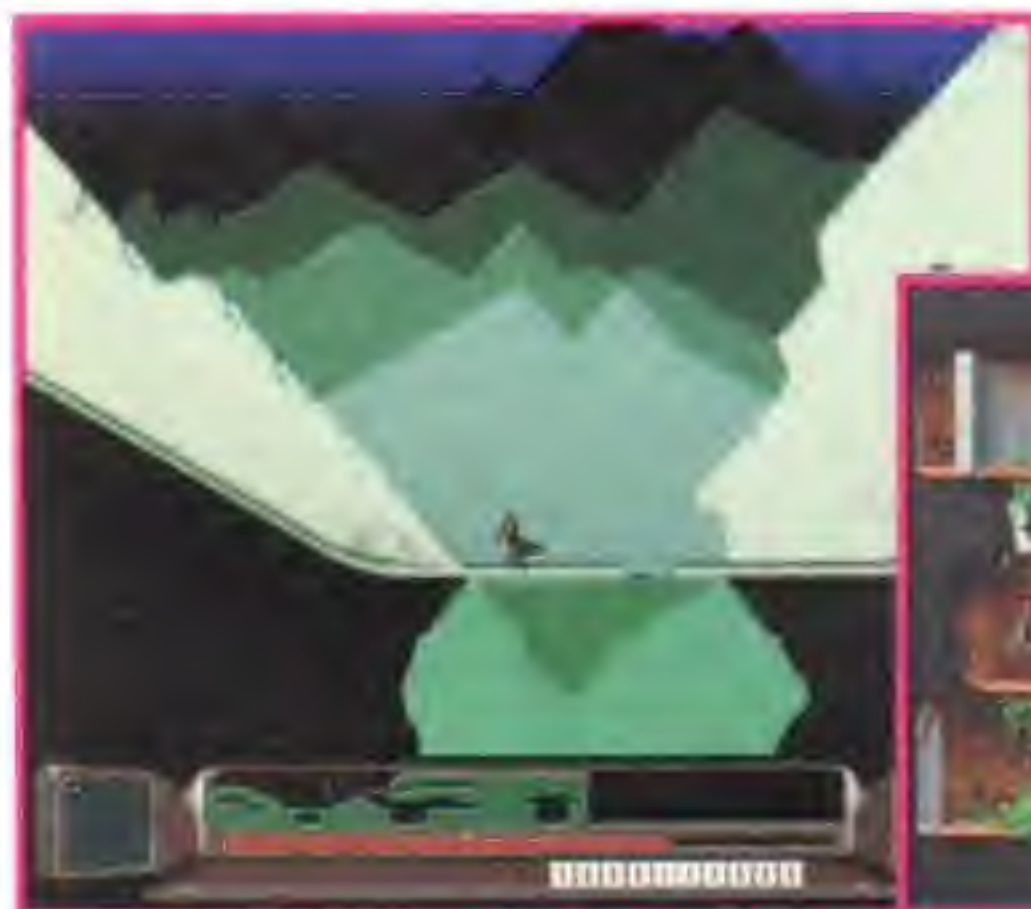


PUBLISHER Guildhall **PRICE** £25.99 **REVIEWED BY** Steve

A	1	2	0	0
ORIGINAL SCORE				
92%				
UPDATED SCORE				
92%				

Benefactor

It's probably about a year since we reviewed Benefactor on the Amiga and gave it a highly respectable 90%. A year is a long time in computer terms and experience has shown that it isn't really fair to expect many games to have stood the test of time very well. Although the majority of re-released offerings are by no means bad affairs, when they are held up in comparison to their present day counterparts, most of them don't fair particularly favourably.



Benefactor is one of the exceptions. One of those rare occasions when a game is so good that nothing in it's field has come along and surpassed it in the last twelve months. As I'm sure you're aware, the game is a bizarre cross between a platformer and a puzzle game, a mix which I was unsure of to begin with, but after a short time playing I was left in no doubt that it is a blend that works exceptionally well.

Programmed by the legendary Digital Illusions team responsible for Pinball Dreams, Fantasies and Illusions, the CD32 version is nothing more than a direct port from the A1200.

Certainly not worth a purchase if you already own the disk version, but for newcomers or



people who missed out first time around, this is one you should definitely buy.

Benefactor is frighteningly addictive and it'll keep you occupied for weeks. **A**

PUBLISHER Psygnosis **PRICE** £19.99 **REVIEWED BY** Steve

C D 3 2

ORIGINAL SCORE

90%

UPDATED SCORE

91%

Theme Park

If you've read either of our extensive player's guides, or indeed any of the massive hype that has surrounded Bullfrog's latest release, and you own a CD32, then you've probably been feeling a little put out of late. This is no doubt due to the fact that your favourite game has, until now, been limited to floppy based formats.

The CD32 version is, as most are, identical in every respect to the floppy equivalent except that an improved intro has been tacked on along with some other purely cosmetic changes.

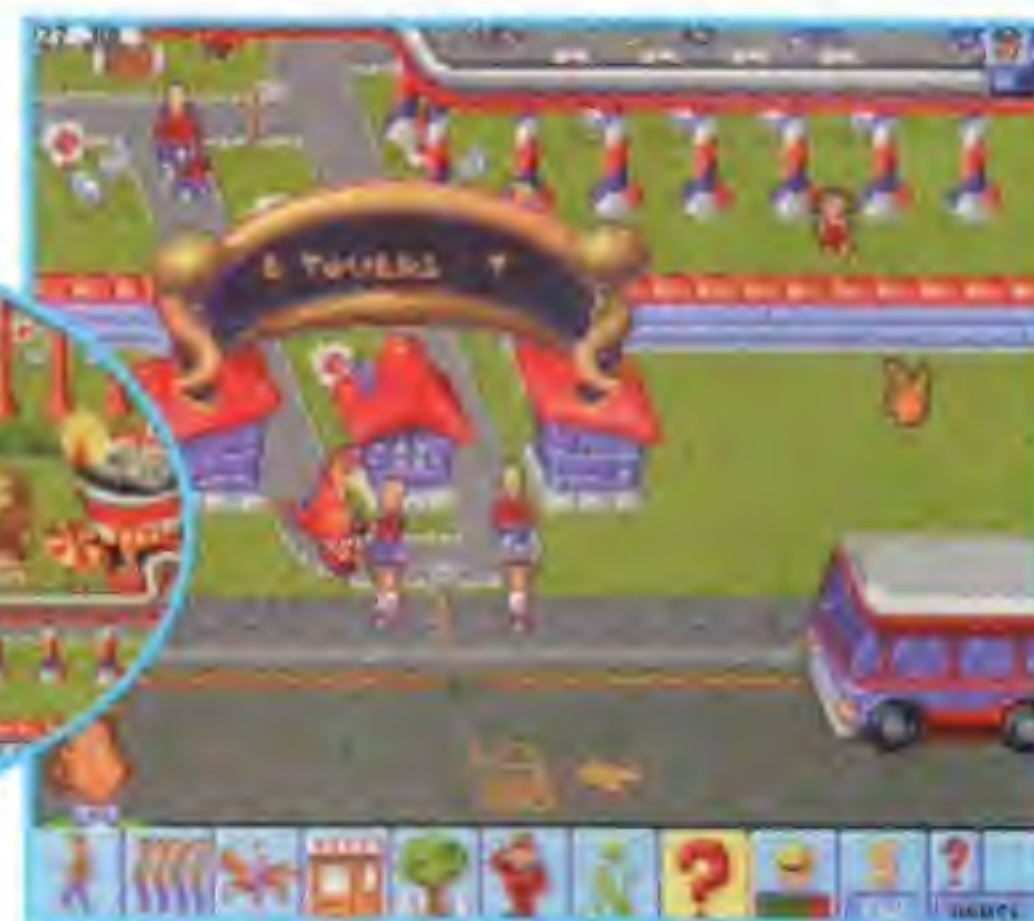


The main difference comes in the use of the CD32 controller to move around the park, place the structures and observe the little people etc.

This is at times slightly cumbersome, but only if you've played with the keyboard and mouse combination. If you haven't, then you shouldn't experience any problems.

The game is still a joy to play but don't be fooled by the flippant nature of the subject matter. Although Theme Park will undoubtedly make you laugh, underneath the merriment, it is all quite serious. It is also a very tricky strategy game, the idea being to build the most successful chain of Theme Parks in the world.

By all accounts, the response EA had when they released the A1200 version was phenomenal, and when you consider that CD32 owners have far less quality software to choose from, there will more than likely be a mad stampede down to the local software dealer to get hold of a copy. Make sure you're at the head of the queue. **A**



C D 3 2

ORIGINAL SCORE

92%

UPDATED SCORE

92%

PUBLISHER EA **PRICE** £29.99 **REVIEWED BY** Steve

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If for some reason you remain unconvinced, then we advise you to check out our exclusive review of Before the War on page 36. Take a quick glance at the score in the bottom corner, maybe even take time out to read the review, and we're sure that at some point you'll come back here and start filling out the details.

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Roll up, roll up! Come one come all and feast your eyes on a spectacle so rare that it might not happen again in your lifetime. Yes, 'tis true, we're announcing our competition winners! Paramedics, quick – there's a woman at the back needs oxygen...

I'VE DRAWN PAUL'S HEAD – APRIL '94

Winner – Gareth Ager, Manchester
Runners-up – Philip Terrett, Gloucester; Richard Wing, Formby; Rona Delaney, Edinburgh

WIN A CD32 – SEPTEMBER '94

Winner – Mark Ronchetti, Exeter
Runners-up – Geoff Miles, Didcot; Frederick Carter, Leyland; Christopher Gill, Hull; E. Varney, Hayes; A.M. Gamblin (honest!), Romsey

PENGUIN COMPETITION – SEPTEMBER '94

Winner – Steve Carson, Blackburn

BACKYARD BUMP 'N' BURN – AUGUST '94

Winner – Joanne Kirk, Bewdley
Runners-up – Mark Burdus, Okehampton; Chris Deighan, Middlesbrough; Floyd Evans, Whitley Bay; Richard Eynov, Dyfed; James Blair, Formby; Jonathan Sweetman, East Grinstead; Daniel Palmer, Solihull; Simon Barlow, Lancashire; Robert Cranston, Coventry; Daniel Garvin, Haltwhistle; Daryl Booth, Ramsgate; John Parkinson, Preston; Antonio Desouza, London; Dean Williams, St. Helens; Greg Miller, Earlston; Steve Sells, Doncaster; Neil Bruce, Dundee; Avis Williams, London; John Dawson, York; Carl Gwilliam, Wrexham; Stephen and James Shaw, Bradford; Andrew Burrows, Bury; Paul Jackson, Fordinbridge; Martin Chan, Failsworth

INSERT AS APPROPRIATE – MAY '94

Winners – David Bamforth, Mexborough; Christopher Cotton, Daventry; Brian Dicherty, Glasgow

MOVIES, GAMES AND VIDEO CAMERAS – APRIL '94

Winner – Sean Perry, Gt. Hampton

WATCH THE BIRDIE – DECEMBER '94

Winner – Sam Collier, Coventry

AMIGA 1200 COMP – AUGUST '94

Winner – C.W. Carter, Bath
Runners-up – Alistair Benson, Hull; Kevin Gentry, Thundersley; Chris Cotton, Daventry; David Billingham, Tamworth; Nigel Glover, Newcastle-under-Lyne

DEAD TRICKY COMP – JUNE '94

Winner – Michael Jones, Birmingham
Runners-up – James Taylor, Nottingham; Jamie Davies, Gosport; Jonathan Richards, Weston-Super-Mare; Martyn Hawker, New Milton

Those lucky, lucky people who, er, haven't quite been lucky enough to receive their prizes yet (which will be most of you, actually), don't worry! We're on the case big time now and in just a few weeks there won't be a dry eye in your house as you fall prostrate before the wealth of free gear that's coming your way. Until next time then, when the earth has moved closer to the sun and we're all driving around in magic buses.

A special prize...

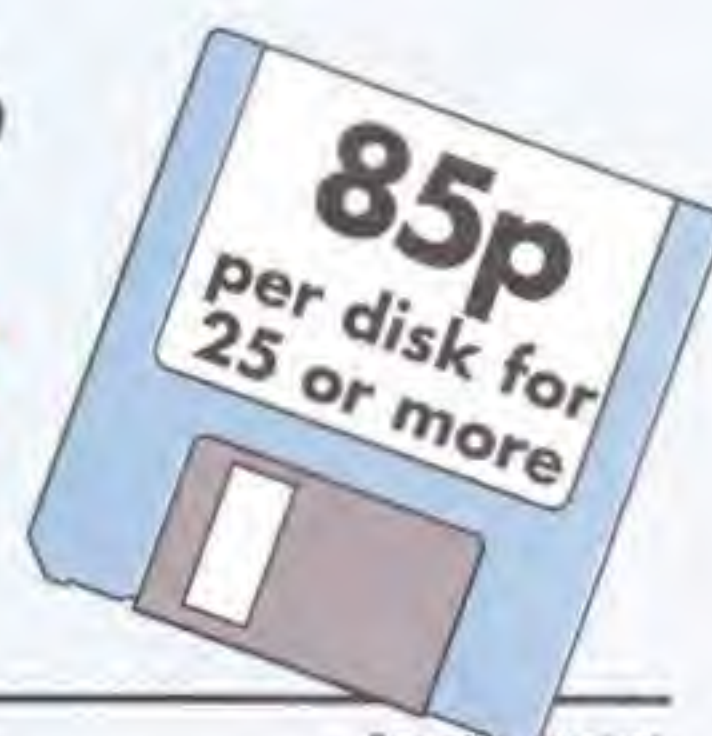
Goes to Miss M. Y. Wells of Middlesbrough for her particularly sterling effort in the Backyard Bump 'n' Burn competition. We'd love to have printed it, but WH Smiths might just protest at the sight of Jack Baggy Sack and the Scott Rott Mobile, we feel.



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(N.B. This includes some games)

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M233	Engineers Kit	Check your Amiga System
M243	D-Solve	Crossword-complete with two crosswords
M244	Loopic V2.0	Uncover copy facilities
M245	Relo Kick V1.4	Latest D Grader for A1200
M251	Procad Electroid	Circuit design drawing program
M252	Dividends Winner	Work out winning lines
M255	Odds on	Demo version for gambling
M257	Power Copiers (N)	Eight of the best PD copiers around
M262	Essential Virus Killers	Kills all the latest viruses
M280	Cop the Lot	National lottery helper

DEMOS + RAVE

D058	Enterprise leaving dock	Famous animation
D075	Girls of sport	Pretty shots of talented girls
D148	The Run (1 meg)	T. Richter's car-chase animation. Good
D166	Star Trek Animations	Anim. of USS Enterprise
D177	Star Trek Animations	Agatran no.17 More like above. Good
D280	Jesus on 'E's' (2 disks) (N)	Excellent rave music
D282	How to skin a cat	Amusing demo
D287	Calendar Girls	Slideshow
D312	Rave Vision	Rave music & Graphics
D313	Techno Warrior	More of the same
D099	Jesus Loves Acid (N)	Brilliant!
U061	House Samples	508 State Samples etc.
M152	Rave Length	3 Rave Songs

MUSIC

M084	Pink Floyd	The Wall remix
M102	No Limits (2 Disks)	Quality music compilation
M104	Cybermax	Excellent music compilation
M151	Motiv-8	More catchy tunes
U244	Sound Tracker Samples (4 Disks)	100's of sounds for sampling
U249	Sound Effects	Different samples for music making
U062	House Samples	Drums & Synthesizers etc.

ADVENTURE GAMES

A005	All New Star Trek (2 drives, 2 disks)	USS Enterprise classic. Best one
A007	American Star Trek (2 disks) (N)	Jim Barbers graphic adventure
A014	Adventure Solutions (2 disks)	Loads of hints of commercial games
A019	Dungeon Deliver (2 disks)	Difficult adventure quest
A065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
A019	Space Rescue	Guide Spaceship through Terrain
A022	Neighbours Adventure	(2 discs) Bring Paul Robinson to court
A023	Wizard Wars	Graphics Adventure
A045	Iron Glads (2 disks)	Graphic adventure
A050	Atlantis	Excellent Adventure Games
A0326	Wibble Wobble Grop	Really good platform game
A0336	Fortress	Excellent demo game

ARCADE GAMES

A010	Breakout	Classic bat & ball game
A011	Bizzaro	Horizontal shoot-em-up. High quality
A021	Demonition Mission (1 meg)	Similar to Ballyhoney, good fun
A053	Mayhem	Brilliant shoot-em-up
A110	Ladybug	Similar to Pacman
A157	Quadrax	Difficult puzzle game
A171	Top Secret	Quality platform game
A176	White Knight	NEW Excellent shoot-em-up game
A180	Tank Attack (N)	World War 2 Simulation
A207	Flagcatcher	Find the flags. Very addictive
A209	Games Galore Ten (N)	14 excellent games
A215	Battlements	Hunchback game
A221	Revenge of the Mutant Camel	Shooting game
A225	Addams Family Quiz	Quiz on cult TV programme
A226	Dual	2 player shooting game
A243	Tetren	Excellent Tetris clone
A247	Quiz Master	Quiz which includes Editor

A252	Bombjacky	Rescue the flying planet
A255	Amos Games	5 Games including Glassback
A300	Blot	Shoot 'em up
A301	Sector 1	Excellent game
A306	The Funhouse	3 games including Enigma
A308	Gush	Very similar to pipeline
A309	Smurf Hunt	Find the Smurf
A310	Zanycon (2 disks)	Space shoot'em up
A327	Tetris Pro	Tetris game with exceptional variants
A328	Calculus Combat	Y Good missile command type game
A334	Crazy Sue 2	Popular platform game
A338	Project Buzz Bar	Excellent asteroid type game
A340	Depth Charge	Submarine game
A341	Earth Invader	The best space invader game
A350	Spitfire Assault	Shoot 'em up game

SIMULATIONS

Sim071	Return to Earth (1 meg)	Space adventure
Sim102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
Sim109	Wheel of Fortune	TV Quiz, computerized
Sim124	Napoleonic Warfare	High-quality simulation
Sim139	Battle of Britain	Defend the nation
Sim143	Card Shop	Well presented card games
Sim217	Act of War	Excellent strategy game
Sim218	Roulette	Casino Classic
Sim220	Sub Attack (N)	Also landmine + bomber
Sim224	Strategic Games	3 excellent games
Sim302	Micro Market	Stock exchange game
Sim355	Automobiles	Overhead racing game
Sim377	Life	Excellent strategy game

SPORT

Sp170	Amos Cricket	Owzall!
Sp208	Grand Prix Simulator	Excellent
Sp256	Slamball	Management game of US football. Type Sport
Sp263	Soccer Cards	Simplistic league-based game
Sp299	Top Of The League	Addictive football management game
Sp303	Strike Ball	Amos written baseball type game
Sp307	18th Hole (2 disks)	Excellent golfing game
Sp325	Mister Men Olympics (2 disks)	Excellent game for disks as reviewed in Amiga Computing
Sp337	Super League Manager 2	Updated soccer management game
Sp372	Road To Hell	Well-produced racing game
Sp373	Wrestling (2 disks, WB2.0 upwards)	Good fun graphics
Sp376	Unsensible Soccer	Good football game

A1200 ONLY

U235	Sleepless Nights	Compilation of A1200 utilities
D285	Fairlight	29 meg of graphics on one disk
D286	No point of sale	Stunning French demo
D289	State Of Art	Famous quality demo
D290	Raving Mad Me	High quality music video
D291	Lethal Exit	Stunning demo
D294	AGA Swimsuits (5 disks) IFF 256 colour pictures use with DPaint etc	
D300	Technotrack II	More rave music
D301	Retina	Excellent Vector film demo
D305	Utopia	A1200 slideshow
D310	Nigel Mansell	AGA slideshow
D311	Linda Lusardi (2 disks)	AGA slideshow
G321	AGA Klondike (3 disks)	Excellent patience card game
G322	Giger Tetris	Tetris clone
G323	U Chess	Brilliant chess game
G339	AGA Megaball	Brilliant breakout game
G372	Mad Fighter	2 player Street Fighter game
G373	Kellog Land	Platform game

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RAIN MAN: He's very badly behaved and likes to wander off



Rain Man

Platform

Charlie Babbitt's got a problem. Up until yesterday he was an ordinary Joe scraping a living in his car import business, and today he's a millionaire. Why's this a problem? Because the eccentric millionaire who left him the cash decreed that his entire fortune be thrown from the highest building in town, meaning that Charlie's newly bequeathed \$3 million is spread over the 50 continental United States, and it's up to you – as Charlie – to zap around America gathering up the loot. Collect it all before your business goes bust and it's yours to keep, but allow just one car to be repossessed and you're left not only penniless, but out of a job too!

To make matters worse, you have to make the journey in the millionaire's clapped out old car (well, we said he was eccentric), with an odd creature known only as the Rain Man for company. The Rain Man will help you out by solving any complex mathematical puzzles you come across, but he's very badly behaved and likes to wander off at the worst possible moment. Let him wander too far and you'll have to complete the journey on foot! As long as you reach the Television Stage twice a day for the



RAIN MAN: Uh-oh, fart

Everyone knows that a big name product endorsement is never a bad thing in any walk of life. Well, Pepsi Cola might have a few regrets, but the rule generally stands fast, and software companies know as well as anyone what an official film licence can do for the old bank balance. A square-eyed Paul Roundell was therefore astonished to discover just how many golden opportunities from the silver screen have been ignored – games that, handled in the right way, could be the new cinematic classics for 1995...

Film

Rain Man to watch People's Court and Jeopardy, you should be all set to collect the cash in this crazy, slapdash, all-American adventure.

Look out for the special Toothpick Counter bonus game by collecting the K-Mart underpants on your way, and keep a special eye on your energy levels around those handbag-swinging Girlfriends From Hell!

The Big Bus

Strategy

Do you have what it takes to keep the world's largest vehicle on the road? Can you keep 200 fare-paying passengers happy for the duration of their trip? Are you able to juggle company finances with tyre pressures, swimming pool levels with brake fluid levels, and can you prevent the lavatories with the whited-out windows from overflowing? If you think the answer is "Yes", then welcome to the nuclear-powered world of strategy that is The Big Bus.



THE BIG BUS: Nuclear powered public transportation vehicle

As the Managing Director of the Ludicrously Oversized Vehicle Corp., you are about to embark upon your most ambitious project yet – the building and maintenance of the world's first nuclear powered public transportation vehicle. First off you'll need financial backing – a watertight business plan is required if the big boys are to "come on board". You'll also need to poach the best nuclear scientists from around the world – and they don't come cheap. Manage your money carefully and you're on your way.

195

AMERICAN GRAFFITI:
Bus stops and
lavatory walls



The number of wheels, a safe maximum speed, and the price of a fare are just a few of the questions you'll need to answer before your bus hits the road, and then it's a test of nerve to keep the passengers' attention from the ever-drunk driver as your vehicle lurches hopelessly across the continent. If the punters have a good time they'll recommend the ride. If they don't, then you're in for a rocky time in this strategy epic where Detroit meets Theme Park!

American Graffiti

Platform

It is the 1960's – a time of free love, Woodstock and those ridiculous VW campers with flowers painted on the side that a child of eight could have done better. It's a time of harmony, when the world went about its business with a smile on its face, right? Wrong!

Something stinks in suburban America, and you're the man with the aerosol can. Richie Cunningham is an ordinary, everyday all-

American high school kid who enjoys the ordinary, everyday all-American things in life, and until today the biggest controversy the town had ever known was when the soda fountain at Arnold's Diner ran dry. But the rot has set in, and it's spreading.

A vicious gang of hooligans has alighted on the town, bringing with them their own brand of horror in the shape of graffiti. The townsfolk are shocked and the local police can do nothing to stop the obscenities from appearing on bus stops and lavatory walls courtesy of the elusive gang. They steal into town in the dead of night, spread their venom and disappear without a trace until the next night, when the horror continues. There's something very sinister about them and you, as Richie, know precisely what.

The Graffiti's boss, the evil Dr. Fonz, has perfected a matter dispersion machine that allows the gang to travel through different points in time, and so never get caught. No-one believes your story and many think you may be a secret member of the gang yourself, so there's nothing for it – you'll have to clean up the town on your own.

In much the same way as we saw in *Cool World*, you need to dash between points in time – for every bit of graffiti you paint in the baddies' ▶

Action Feature

'A seamless blend of action, adventure and downright genius... it will delight time and again. Fine family fayre'

Barry Norman on My Left Foot

universe, an equal amount disappears in yours. Of course it isn't easy because you have only one aerosol, though more can be found throughout your adventure, and you run the constant risk of getting caught and incarcerated.

It's a constant race against the clock to keep Namsville clean, and even when every scrap of paint is gone, the game continues until you die because the job is never finished. That'll teach you, you smarmy bald git.

Zulu

Shoot'em-up

You are courageous Brit Lieutenant Gonville Bromhead in this apocalyptic T2 The Arcade-esque test of nerve and skill which sees you charged with the task of defending a distant piece of good old Blighty from the heavily armed loincloth-clad natives. Reel back in terror as wave after wave of snarling Zulu warriors advance upon your poorly defended hut in the middle of a hostile jungle, and level your semi-automatic musket as the boney savages lurch towards you with spears aloft, intent on cooking you for tea.

As well as lightning reactions and a cool head on your shoulders for placing that cursor in optimum position, you'll need all the military guile you can muster to stay out of spear chucking range and avoid those vicious

ZULU: Avoid those vicious voodoo spells

voodoo spells. So, adopt a ridiculous cockney accent and remember – don't shoot until you see the whites of their eyes!

Cyrano de Bergerac

Adventure

An adventure game with a definite comic feel, Cyrano de Bergerac is best described as Monkey Island meets Minder. You begin your quest on the real life island of Jersey, and take on the role of intrepid adventurer John Nettles – known as Bergerac to his friends – as you search for the ancient French relic, the fabled Cyrano, which means Big Diamond in English.

The Cyrano is the world's most valuable trinket, and is rumoured to have been taken by a famous and mysterious jewel thief known only as Roxanne (whose voice on the CD32 version is set to be provided by English rose, Liza Goddard). Your task is to sleuth your way across this most pleasant of islands, interacting with the natives and finding out what you can of the

CYRANO DE BERGERAC: Monkey Island meets Minder

when all around are, er, extending theirs, then you'll win the day and return home a hero!

My Left Foot

Sports Sim

Breaking away spectacularly from the traditional linearity of football games, My Left Foot relies heavily upon practice and skill, and comes complete with a story that's guaranteed to enthrall.

At the outset you play the role of Bryan Riggs – a boy born into a poor Salford family in the early 1970s, who from his earliest memories has harboured a burning desire to play professional football in spite of the devastating injuries he was born with – he is capable of exerting control over only one part of his body – his left foot. Your first task in this largely two part game is to take Bryan through his paces as he enters a punishing training program designed to maximise the use of his whole body, but especially his "other" foot. Running, weight training and ball control are just three of the disciplines you must attempt, and points are awarded depending on how well you perform.

After a set time period the points total is converted into Club Offers, whereby Bryan will be invited to train with one or a number of the 92 league clubs depending on how well he (you) improved his mobility over the previous years. The more points you score the better the team you will be able to train with, and then hopefully join full time. This is where the second part – the traditional overhead football game – begins.

Unfortunately, the programming seems less than perfect. For example, as league champions, it is not unreasonable to expect that Manchester United would be the most difficult team with whom to find a place. However, not only can

diamond's whereabouts. But there's a twist. The reason you, a civilian, are undertaking the recovery of this article, is because the local police cannot be trusted after a series of similar heists have gone undetected. As well as returning the gem to its rightful owner, Diamond Lil, you'll have to stay one step ahead of the big-nosed bent inspector who wants to kill you in order to get the diamond and return it to Lil himself, but only in exchange for her hand in marriage.

It's a classic case of detection and deceit, and if you can keep your nose to the grindstone

MY LEFT FOOT: Downright inability to use your right foot

'Thought provoking, poignant and at times Reservoir Dogs is to the cinema. Overrated



TAXI DRIVER:
Racedriving killer pimp



you find a place at the club without improving your limb capacity one iota, it is absurdly easy to find yourself picked time and again for very important matches that you are obviously ill-equipped to figure in because of your downright inability to use your right foot!

An excellent idea for a game that is very badly let down by the complete lack of realism, only marginally buoyed by the excellent two-player option where you go head to head in a penalty shoot out with Coronation Street's celebrity uniped, Don Brennan.

Taxi Driver

Racing

It's time to wipe down your windscreen, strap on your seatbelt and go at the back seat with an industrial cleansing agent in

preparation for the quickest thing ever seen on a cream and beige coloured home computer.

Played from a Mario Kart perspective against a zany New York background, it's race after race of bumper-to-bumper fun as you endeavour to steer your vehicle through the city that never sleeps – and it's far from easy!

Unlike Mario Kart, you race as only one person, wacky cabbie Travis Bickle, embarking upon a number of crazy adventures as you determine to drop off a series of passengers across the Big Apple. Sounds a cinch. After all, rush hour in NY is a piece of cake for an experienced driver like yourself, but things in Taxi Driver are never quite as they seem. Punch the accelerator to beat the lights, swerve like mad around rogue bag ladies and duck your head in fear as you scoot past the roaming drug gangs on the streets they call "mean".

Each fare is more difficult than the next, and a strict time limit is set for every journey, so you'll need your wits about you if your passengers are to arrive on time. Valuable seconds are deducted should your customers come to harm, and the game is over when the first fatality occurs.

Make 24 successful journeys and you reach the grand finale – a high speed race from the Bronx to Battery Park against Sport, the racedriving killer pimp.

Defeat means certain death, but reach the park smelling of roses and you're sure to be living out your days driving a stretch minicab made of gold. **A**

PICS COURTESY OF BFI STILLS

ll of buses, The Big Bus is to the software industry what
h*te' Chorlton-cum-Hardy Evening Chronicle.

Action feature

It seems as if the Christmas period has replenished your reviewing vigour. Your creative juices have obviously been flowing swiftly through your veins and your writing hands have no doubt been a blur as you crafted and created your fantastic prose. Wish we could say the same...

CLASSIC ADVENTURES

Kixx XL

Reader Reviewer David O'Connor, Dinnington

Fourteen disks-worth of Lucasfilm adventure entertainment in one box! All five games are great (the best being Indy), and all use an excellent interface for ease of use. Each has a similar feel which helps the gameplay, but they may lose their appeal somewhat once completed [Erm...?], but endless fun is guaranteed nonetheless. Highly recommended!

Graphics 70%
Sound 75%
Overall 90%

Summary Adventurers can do a lot worse!



AA
RATED IT
92%

ALIEN BREED: TOWER ASSAULT

Team 17

Reader Reviewer Cabe McGill, Stratford-on-Avon

Team 17 are undoubtedly the masters of this kind of game, and once again they provide us with a difficult but playable shoot'em-up that should last everyone for ages. It looks good and plays even better, but there is a nagging doubt that it might just be a bit too hard. Excellent all round, but they should probably leave the AB series alone now.

Graphics 85% Sound 88% Overall 88%

Summary Faint-hearted players beware. It's hard!



AA
RATED IT
92%

FIFA INTERNATIONAL SOCCER

Electronic Arts

Reader Reviewer Marc Dozzel, Avonmouth

How long did we wait for this? One month? Two? No, even longer, and was it worth it? No! The graphics are nice, possibly as good as any football game you'll see, but a footy game needs to be playable and [we think he's trying to say 'intuitive'], and this one just isn't. It's a crying shame because the SNES version is excellent.

Graphics 90% Sound 78% Overall 55%

Summary Could and should have been the best footy game around, but isn't.



AA
RATED IT
79%

CANNON FODDER 2

Virgin

Reader Reviewer Katherine O'Mally, Ancoats

Cannon Fodder 2 is a good game, it has to be said, but after their success of recent years we've come to expect more from Sensible Software, and after a few hours play it's easy to see that this isn't up to the standard of the original. The men still look great and the sound effects are as good as ever, but the backgrounds don't compare and the gameplay isn't quite there.

Graphics 85% Sound 85% Overall 83%

Summary Good, but unfortunately it's nowhere near the great game we expected.

AA
RATED IT
80%



Assassins CD

Publisher *Weird Science*

Price £19.99

The Assassins, everyone's favourite PD maestros, have, with the aid of a company called Weird Science, put together an enormous collection of the finest quality PD games available. The disk consists of all 200 Assassins compilations to date, (that alone amounts to a staggering 600 games), as well as loads of other stuff including all of the famed Assassins Utility disks – a more than worthy addition to the CD for anyone who's more serious minded. Indeed.

Obviously, with there being utilities on there too, this CD is not designed with only the CD32 in mind. Both the SX-1 and A1200 CD-Rom drives are catered for, and are essential for certain programs and demos.

This is a superb CD, and anyone who considers value for money to be important would be a fool to miss out. So there.



Reviewed by
Steve

SCORE 88%

Reach for the Skies

Publisher *Hit Squad*

Price £14.99



Flight sims are going through a bit of a purple patch at the moment, what with Overlord and Dawn Patrol vying for the title of, well, best flight sim of the moment, probably. But wait! Here's an old favourite from the days when, er, 1994 was still in the future. Um...

Right, the Battle of Britain is the scenario in Rowan's biplane'em-up, so flying hard is the order of the day due to the overall lack of missiles that are remotely modern. The main ingredient in a Rowan flight sim is realism, and you can guarantee that every nob, every switch and any other things you may have cared to twiddle as you shot down Jerry high above Blighty are lovingly recreated here.

A pertinent question regarding Amiga flight sims tends to be the speed at which they run, and while A600 owners may find things a little too slow for their liking, all you A1200 aristocrats will be goosing up your goggles, not only at the grace with which it moves, but at the authentic (probably) controls and the overall quality of the graphics.

Reach for the Skies is very nice indeed and if you're looking for a cheap flight sim, look no further.

Reviewed by
Paul

SCORE 85%



Patrician

Publisher *Daze*

Price £14.99

Be under no illusions, this is probably the most in-depth strategy game ever. If you're expecting frantic action, forget it, because that is the only aspect that is lacking from an excellent game. Personally it's not my favourite because I feel that it goes a little too deep, but I have to admit that it's very engrossing.

If you do buy it make sure that you are the type of person who is prepared to spend a lot of time coming to terms with the finer points of this epic. Time spent studying the manuals and ensuring that you understand what everything does and the knock-on effects your actions may have will prove extremely beneficial, and to be honest, without doing this, you'll more than likely spend your time floundering around thinking this is rubbish, which it most certainly isn't. It's exceptionally bland, but not rubbish. Oh no.

Reviewed by
Chicken

SCORE 80%

Award Winners Platinum

Publisher Empire Interactive

Price £34.99

Empire have created something of a niche of sorts for themselves in the compilation market over the past year or so, and the Award Winners series has been successful enough to spawn yet another brother in the shape of the Platinum edition.



The final game in the package is **Lemmings**. Everybody in the world must have a copy by now in one incarnation or another, and this is the original, back again for anybody who missed it the first, second, third or ninth time. It's probably the most popular puzzle game ever created, but then, I don't like puzzle games much, me...

It actually should have been released by now, but Empire had a couple of packaging problems that unfortunately delayed its arrival in the shops.

First up is the all time classic Sid Meier game **Civilization**, where you have to guide a newly-born nation to success, making them the most powerful trading and fighting country in the world. The graphics may be a bit on the primitive "move boxes around" side, but the game is probably the most absorbing strategy affair ever!

Frontier - Elite 2 speaks for itself and could quite rightly be described as the most awaited computer game of all time, certainly pre-SWOS, anyway.

David Braben's original classic which came out on virtually every format imaginable, gave rise to this bigger and better sequel. Giving the player free reign over his or her destiny is an idea that has always appealed to gamers, and the improvements and greater scope added to Frontier make it one of the most complete games ever.

You know you're playing a great game when you consistently discover new things about it weeks and months after starting playing. It would be a more than worthy addition to any compilation.



Reviewed by
Chicken

SCORE 90%

Space Quest III

Publisher Kixx XL

Price £16.99

The Sierra games remain ever popular, and that's why Kixx XL get so much joy out of re-releasing them at regular intervals. Anyone who's bought an Amiga over the past two years could quite easily have missed out on Space Quest III the first time round, but this second chance really shouldn't be missed.

Roger Wilco is as usual the star of proceedings, and the plot involves the authors of the game being kidnapped. Surprise surprise, you have to rescue them.

Be warned, the interface isn't the most modern, and involves typing in some pretty obscure commands at times. But the graphics are okay and the gameplay is good.

Space Quest III is ideal if you like the other Sierra games or just adventures in general. At budget price there's some good playability making this a good purchase.



Reviewed by
Chicken

SCORE 81%

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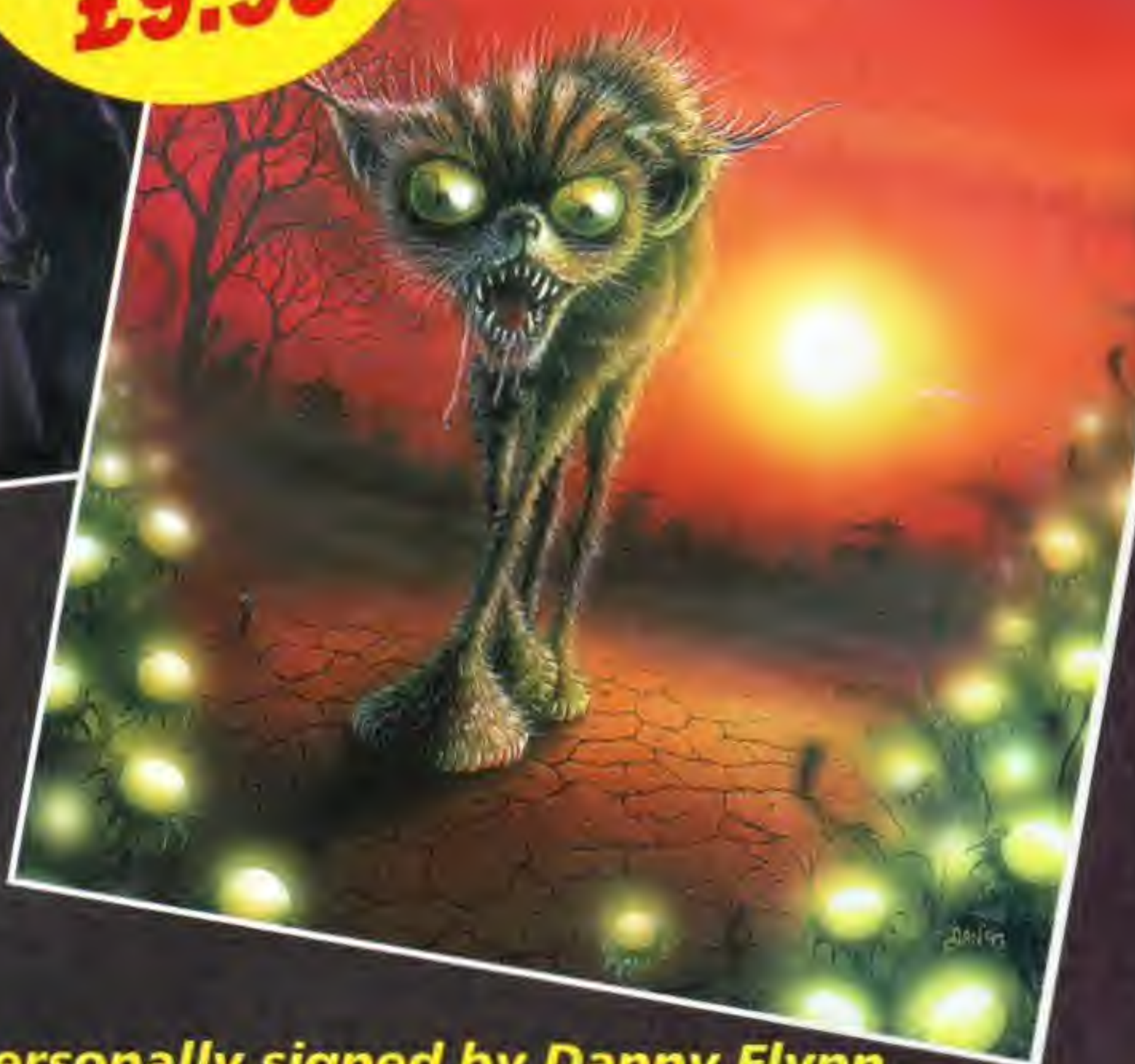
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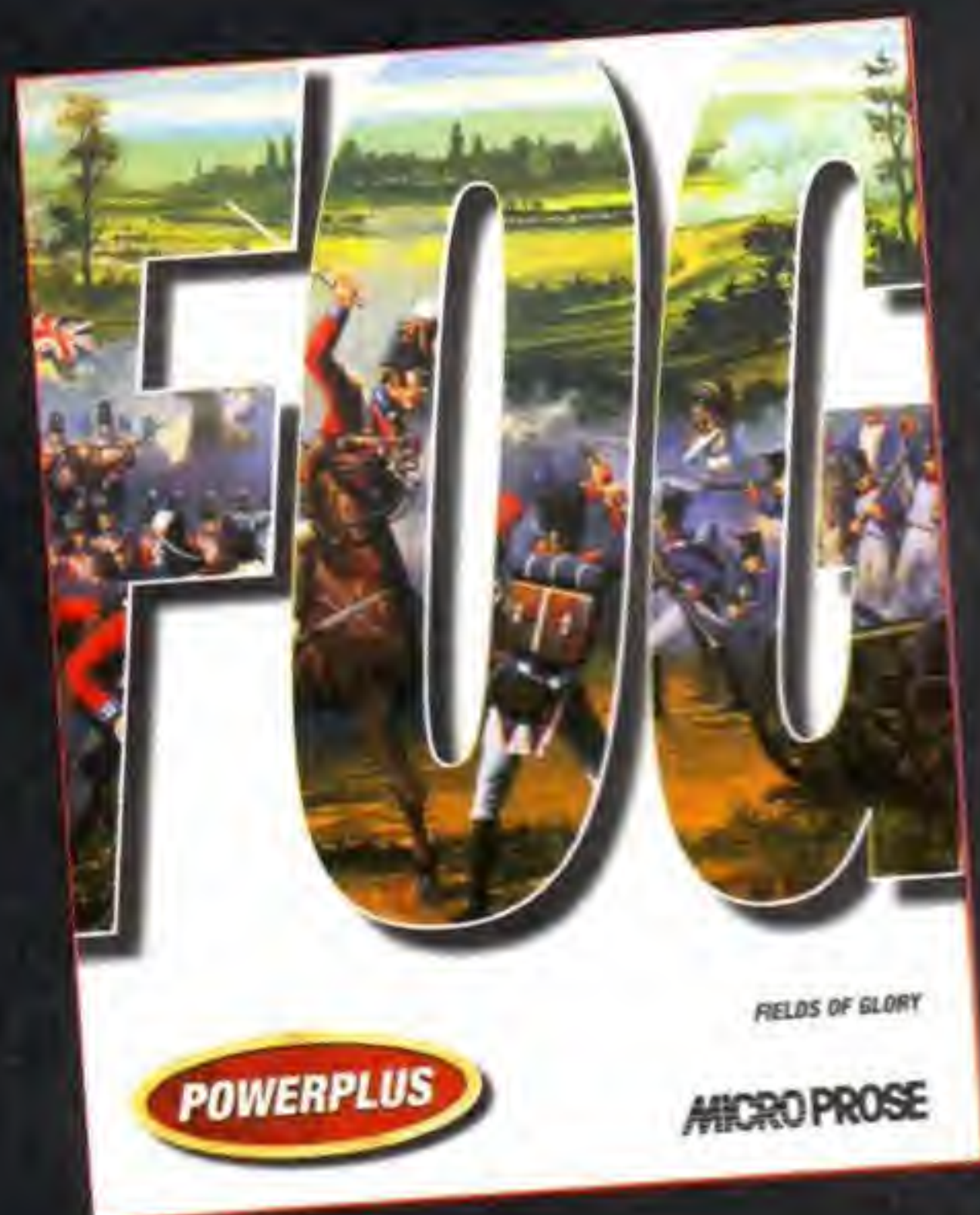
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PD

Andy Sharp and Paul Roundell wander hand in hand in ha

Dead of Night

17-Bit

An ambitious attempt at allowing you to be your own Hercule Poirot, Miss Marple or one of the other bods who are top crime solvers. That's if you really want to spend hour upon hour reading bad English (this game seems to have come from Italy).

Basically, as is the norm in these cases, there's been a terrible murder, and it's down to you to locate the clues, interview the other guests at the house and discover exactly who killed the movie star who is known only as Diana.

Spread over three disks, this is certainly a lot better than your average PD effort. If it's an adventure game you want, Dead of Night certainly leaves most PD equivalents behind both in terms of graphics, gameplay and longevity. For this reason it is well worth putting up with the sometimes confusing English.



Xenex

17-Bit

Here we have yet another variation on the classic Asteroids of old. However, instead of the usual rocks, we have what look like alien constructions floating about at high speeds. Unsurprisingly it's down to you to prevent them from colliding with and destroying your frail looking space craft.

You'll need some quick reactions as the alien objects can move pretty darn quick, but to counter this, your space ship is capable of moving at vast speeds. Care must be taken though as you may collide with another object.

We'd like to say how drab Xenex is, but compared to some of the more recent PD stuff we've seen, it's pretty ruddy impressive, if a little too easy to make progress through.

Apart from the new look, this is just about as close to Asteroids as you can get without it actually BEING Asteroids. Pretty neat stuff!



Obstickle

17-Bit

It's a little late to be mentioning this now, but we shall anyway. Obstickle is as Christmassy as they come and centres round a shiny decoration like the ones you hang from a tree. It's obviously not a thin glass one (which would surely shatter), as it bounces with the ease of a kangaroo. If you're interested.

Your mission here is to collect the presents dotted around inside the puzzling stages whilst avoiding nasties aplenty.

Just bounce your way to success and exit the levels via a door which will appear after completion.

Understandably the levels become more difficult the further you progress, assuming you would be prepared to play



for any length of time. And that's about it to be honest. Still, it's cute and playable with loads of wildly differing levels for you to plough through.

Captain Carnage

Dansoft (F1 Licenceware)

You are the Captain Carnage of the title, a courageous and no doubt devastatingly handsome member of some interstellar military organisation.

Horror of horrors, an alien being has entered Galactic Outpost G-109 and begun indiscriminately killing everything in its path, and current weapons can do nothing to stop it. So it's up to you. Not that you have anything other than current weaponry at your disposal, but that seems to have slipped everyone's attention by this stage. Anyway...

It's basically the Alien Breed project that Team 17 forgot - Alien Breed PD, and to be honest for the price of a PD disk, it would be extremely picky to complain too much about what is a playable game.

The main sprite looks awful, but he moves OK, and the levels, while devoid of aliens for large chunks at a time, are well designed and not-bad looking.

It's not the sort of game that will instigate any kind of adrenaline rush, but it will keep you happy for more than just a few minutes.

and through the blissful woods and glens of PD

Public Domain



Evasive Aksion

C. Dine

Evasive Aksion. You have to take action in it to evade things. Things which look like Dusty Bin and which chase you, in a fashion, across a number of platforms, and up and down ladders. Ladders that you have to go up the side of, for reasons we don't understand.

That's it, and while it is neither big nor clever to slate the work of someone who toils largely for the love of it, so too is it extremely difficult to recommend a game that has so little going for it in just about every department.

Movement is slow, making for frustration as opposed to a heightened challenge, and the lack of sound does nothing to enhance the... well, unfortunate drabness of the whole affair.

Power Battle

Jan Engehausen (17 Bit)

It's ironic that this should be included in the PD section in the same month that Roketz - a fellow Thrust spin-off - gets a full page review

due to its commercial release, because as far as I can see concerned there really isn't that much difference between the two of them at all.

Now it seems to me that the trick with these kind of games is getting

- a) the control method, and
- b) the gravity just right.

Krisalis managed it with their Fly Harder last year, and in my ignorance I



EVASIVE AKSION: it looks a lot better than it really is. Believe us.

should imagine it wouldn't be too tricky to program this sort of thing properly, but apparently it is.

The control method here is fine: fire to thrust, and push up to fire might sound complicated, but it works surprisingly well and you're used to it in no time at all.

The thrusting part sometimes seems over-sensitive though, and it's not an uncommon occurrence to find yourself hammering into walls all too often.

That said, the two-player aspect (it's for two players only), enhances the... er, tension, and once again you can't really go wrong with it for a quid.

Game of the Month

XERION

Cybernetic (17 Bit)

Right, now we're not saying that this is the game which will solve the collective problems of the world, or even that it will completely radicalise the way in which computer games are created from now on. In fact we're not even saying that this is anyway near to being the best game we've ever played, because it won't, it won't and it isn't. Respectively. What it is however - with the best will in the world - is a largish sized cut above most of the other games that usually fall into this category.

A derivative of Missile Command, the simple aim is to prevent invading alien spaceships from destroying your city, and of course you do this by aiming your slowly-responding weapon in their general direction and shooting like buggery. Fortunately you have a shield to aid you, and should you show enough dexterity, you'll be allowed to upgrade your weapons after each wave of invaders.

It's very slickly presented on two disks and features some really good sound effects that back up the gameplay and make it a must for fans of PD shoot'em-ups.



POWER BATTLE: it looks a lot better than it really is. Believe us.

Contacts

PD Soft: 1 Byron Avenue, Southwood on Sea, Essex. SS1 2YD

Tel: 0762 444923

17 Bit Software: 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH

Tel: 0924 366982

NEW 17 BIT PRICES: £1 per disk + 50p P&P

#1 Licensware: 31 Wellington Road, Exeter, Devon, EX2 3DU



As you can tell from the screenshots (and probably the title of this Blue Print), Boo is a ghost. However, he is much more than that – the press release tells us that Boo is a young ghost. What exactly that means is anyone's guess, but he lives with his ageing but famous stage magician friend who's just had his wand stolen. Guess who has to get it back?



The game, when finished, will contain five huge levels set in various freaky locations such as the Baffling Bathroom and the Haunted Hall. Work is just about nearing completion on making the levels even longer, thus providing an even bigger challenge for anybody who likes platform games (like our Paul in fact).

Boo the Ghost

Boo the Ghost is due for a release next month and you'll doubtless be able to find a full in-depth review in the very next issue of Amiga Action. So platform fans, get your orders in right away (but as usual don't hold your breath because you know what release schedules are like).

If you saw the news pages last month you'll be aware that MicroProse are putting the finishing touches to their new platformer. Impossible Mission 2025 was their last attempt at this genre, but Boo is more your typically cute diet of jumping fun. Obviously inspired by the spate of recent console platformers, Boo the Ghost will be bringing level after level of colourful action to an Amiga in your bedroom soon. Read on...



As you can see for yourself the screenshots are very colourful. MicroProse have gone all out to make Boo as bright as possible and their efforts are here for all to see. Anybody who remembers and liked titles like The Addams Family and Hudson Hawke will be well at home with Boo the Ghost.



Project Boo the Ghost

Publisher MicroProse

Team In-house

Release March

Inspected by Chicken

Easy PD

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ARCADE GAMES

- Automobiles**
2057 A pretty good multi-player car race that is actually trying to be like the real thing. Skidmarks!
- Bandit Mania**
912 This disk is for all you fast machine freaks out there who think away a feature on those machines. There are three here only on this superb disk.
- Doctor Strange**
2012 An old platform game completely revamped for the moderns, with beautiful graphics and loads of playability.
- Extreme Violence**
1423 An extremely playable and funny 2 player chase game with some very good graphics. A classic!
- Firefly**
2065 A cracking shoot'em up with a pure blasting feel, and it's very well produced.
- High Octane**
680 This is a brilliant over-the-top 32 player car race which features realistic, intense and plenty of skills all over the shop.
- Kung Fu Charlies**
1188 This is a really nice and fast star game, great for a bit of timing and kicking. Good for kids.
- Last Refuge**
1035 A nice start on the old Amiga and Commodore 40k which gives you a bit of a challenge.
- Martial Spirit**
1081 (For Amiga 500 only) A pretty well thought out martial art game.
- Megablock 2**
2344 One of the best brain benders around with plenty of new ideas and challenging puzzles.
- Mental Image 2**
1634 A collection of three very good games, which include a logic machine, a platformer, and a mind bending puzzle.
- Overlander**
2157 This is the newest version of that arcade classic Moon Buggy which is still very interesting.
- Megaball AGA**
1402 (Amiga 1200 only) A thoroughly excellent brain bender with tons of levels and plenty of neat trick shots to be had.
- Motorola Invaders 2**
1551 (Amiga 500 only) This is a simple invaders game with a large risk involved in losing as while you play.
- Mutant Games 1**
81 This compilation disk features 120 classic old games for you which would bring back a lot of memories for those over 25's.
- Nanofly**
1443 A simple platformer type game with a little bit of challenge and a bit of fun.
- Olempiad**
81 (Amiga 500 only) This is a simple but challenging game.
- Outpost Solo Assault**
1500 (Amiga 500 & 1200 only) A

ADVENTURE AND THINKING GAMES

- 3D Games Series**
689 This great disk features three very good 3D games created with the 3D Constructor Kit. Two of the games are quite deep adventures.
- Black Dawn 2**
730 The second volume of the original which some have thought to push the game even further.
- Colonial Conquest 2**
1970 Probably the best 3D strategy game on the PD scene. It's a huge planet development and exploring and fighting game. It's a game and it's a final.
- Ant Wars**
1985 This is a strategy game with ants, and a couple of vehicles, and some heavy weapons, and it's a 2 player blow each other to bits thing. It's a final.
- Black Dawn**
550 As far as 3D adventures go this is one of the greatest and most popular to ever appear, and with good reason, it's brilliant!
- Little Wizards**
729 This brain bender game is for the masses, and it's a very good one. It's a very good one.
- Quantum**
1451 This is a tough puzzling game, which is a very good one. It's a very good one.
- Raise The Titanic**
2360 (Not Amiga 500) This is a very good one. It's a very good one.
- Starbase 13**
1214 (Amiga 500) This is a very good one. It's a very good one.
- Task Force**
2122 Most of the best Space Invaders style of game around. You must arm your crew with the various weapons and gadgets and then jump into one of the missions.
- Total War**
1033 Should be in every Total War collection. It's a very good one.
- Watermine 1**
459 (Not Amiga 500) As Boulderdash games go this one is pretty challenging to say the least.

SPECTRUM STUFF

- Spectrum Emulator**
1846 The best program actually runs your Amiga as a 48k ZX Spectrum. You can play any of the Spectrum games listed here, and you can even load tape games if you have a sample. It's a very good one.
- Specy Classics 3**
2003 Includes "Space Invaders", "Asteroids", "Smurfs", "Chompy Pig", "Chompy Pig", and more. It's a very good one.
- Specy Classics 4**
404 Includes "Duck Hunt", "Pong", "Breakout", "Space Invaders", "Asteroids", "Smurfs", "Chompy Pig", "Chompy Pig", and more. It's a very good one.
- Play Spectrum**
591 Includes "Smurfs", "Chompy Pig", "Chompy Pig", "Chompy Pig", and more. It's a very good one.
- The Ultimate Games**
809 This is a great for anyone who ever had a Spectrum. It's a very good one.
- Specy Classics 1**
404 Includes "Smurfs", "Chompy Pig", "Chompy Pig", "Chompy Pig", and more. It's a very good one.
- Specy Classics 2**
404 Includes "Smurfs", "Chompy Pig", "Chompy Pig", "Chompy Pig", and more. It's a very good one.

MUSIC AND DEMO DISKS

- 9 Fingers**
682 (Amiga 500 only) A very good one. It's a very good one.
- Big Time Sensuality**
2213 (Amiga 1200 only) A very good one. It's a very good one.
- Divine Inspiration**
1525 (Amiga 500 only) The title of this disk is well suited as it features some fantastically good original music which require exceptional.
- Earths Sorrows**
1264 (Not Amiga 1200) Nice set of music.
- Full Moon**
1440 (Amiga 500 only) A very good one. It's a very good one.
- Love**
808 (Amiga 1200 only) A very good one. It's a very good one.
- Real**
2709 (Amiga 1200 only) One of the best 1200 demo disks. It's a very good one.
- Smells Like Chanel 5**
68 (Amiga 1200 only) A very good one. It's a very good one.
- Techno React 2**
1171 A very good one. It's a very good one.
- Techno Tracks 2**
1094 A very good one. It's a very good one.
- Techno Mania 2**
147 This is a very good one. It's a very good one.
- Techno Trance**
689 (Not Amiga 1200) The music of this disk is very good. It's a very good one.

ART AND ANIMATIONS

- 3D Picture Show**
1109 (Amiga 500 & 1200 only) A very good one. It's a very good one.
- Batman Slideshow**
2459 Some great comic art here featuring the original Batman character. The winner looking one.
- Daffy Loses His Head**
1508 An amazing little animation featuring Daffy Duck who just seems to have lost his head.
- Lemming Animation**
1111 A very good one. It's a very good one.
- NLP Rendershow**
2059 (Amiga 1200 only) A very good one. It's a very good one.
- Revelations**
1100 A beautiful collection of fantasy art work that will make you feel like you're in a fantasy world.
- Savings**
112 An amazing copy of the Amiga 500. It's a very good one.
- Scan Is Lame**
2014 (Amiga 1200 only) A very good one. It's a very good one.
- The Magic Factory 1**
1717 (Amiga 1200 only) A very good one. It's a very good one.
- The Magic Factory 2**
1717 (Amiga 1200 only) A very good one. It's a very good one.
- Welcome to the Machine**
1004 A very good one. It's a very good one.
- Workbench 3 Screens**
783 Some very high quality background pictures for all you lucky workbench users. It's a very good one.

The Easy PD Catalogue Disk

Our catalogue disk is probably the best ever. It is a simple but quite powerful and useful database program which has been written just for us! It features information on our full range of disks, including compatibility, how much memory is needed, and even a mini review of every title. All this information can be used by the program, so you could tell it to get rid of any programs that are not compatible with your Amiga, and any that need more memory than you have. Then you can tell it to only show the kind of disks you are interested in, such as games or music. It features a unique ordering system where the program will actually order the disks you want for you. It will even add up how much your order comes to. And of course it takes into consideration the lowest prices for each disk, with the more you order. As well as our PD database, you will have access to some useful text files if you happen to be a new Amiga user. To top this all off, the whole thing loads in one go! (No waiting around for each new section to load up. It's all there in your computer's memory, all the time, which makes it instant. But the best thing of all is that this whole thing is absolutely free with your first order! Nice or what?

HOBBIES-N-THINGS

- Animation Studio**
1406 This is an excellent animation studio program that is simple and easy to use. It's a very good one.
- Artistix**
2197 This is quite simply the best shareware art program you can get. It's a very good one.
- Cheats!**
1508 The disk contains a mega amount of cheats, passwords and solutions to hundreds of the top games around.
- Code Mungus**
1426 (Not Amiga 500) This is a very good one. It's a very good one.
- Dynamic Skies**
1112 This is a very good one. It's a very good one.
- Forecaster**
807 (Not Amiga 500) This is a very good one. It's a very good one.
- Gas Trick**
1269 Even if you don't know how much gas you have, you can find out. It's a very good one.
- Inscript**
2053 This program provides a simple but effective means of producing video letters for any home production you might be creating.
- Lyapunov**
939 This is a very good one. It's a very good one.
- Pools Tools 2**
142 Give yourself the advantage when using the pool, and possibly increase your chance of winning. It's a very good one.
- Stitchery**
2216 If you're a bit of a cross stitcher as well as a computer user, then why not try your computer's power to make your stitching a bit more interesting. It's a very good one.
- Tee To Green**
631 A very good one. It's a very good one.
- Words**
1038 If you don't like to remember all those words that you see in the dictionary, then why not try this. It's a very good one.
- X Beat Pro**
141 An excellent music sequencer which is very easy to use and produces very good music. It's a very good one.

SOME HANDY DISKS

- A1200 Hacks**
1007 (Amiga 1200 only) This is a very good one. It's a very good one.
- D-Copy**
1002 A very good one. It's a very good one.
- Image Studio**
2000 This is a very good one. It's a very good one.
- Lock Out**
609 This is a very good one. It's a very good one.
- Amos Eyes**
2167 This program allows you to see your good looking Amos eyes. It's a very good one.

APPLICATION PROGRAMS

- Amibase Pro**
281 Probably the best Amiga database program around. It's a very good one.
- Journal**
1770 A simple double entry book keeping program for all your accounts. It's a very good one.
- Labelbase**
2126 This is a very good one. It's a very good one.
- Home Budget**
1400 This is a very good one. It's a very good one.
- Music Base**
2410 This is a very good one. It's a very good one.
- Professional Utils**
534 A useful collection of utility programs which include "Power Fucker", "Diskmaker", "Diskfix" and many more.
- Text Engine**
1410 The program Amiga 500 users will come to love. It's a very good one.
- The Money Program**
1813 Another Amiga 500 utility program. It's a very good one.

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Added realism is very much a feature of the all new TM, as demonstrated by the European Cup, which now includes details such as the eight seeded teams excluded from the first round. There are also the official draws for all the major European competitions, and League Cup winners are automatically entered into the UEFA Cup. As indeed they should be.

An annoying feature of the first Tactical Manager was the inconsistent club logos, where some clubs would be represented by their badge in all its glory, while others had to make do with the vague representation of a coloured box. Talking Birds have set about putting this to rights and will be including logos for all the teams concerned. Blandsters will be pleased to know that all match highlights can be printed out, no doubt to be studied in depth at a later date...



Tactical Manager 2

The success Black Legend had with their first managerial outing must have been a surprise even for them. Weeks at the top of the software charts and rave reviews from, er, just about everyone but us, put Tactical Manager right up there with the Prem and Champs as the only management sims worth considering. An Italian data disk followed with almost equal success, and now they're back in traditional fashion for another assault on the top.



Programmers Talking Birds have adopted a new graphical style for the sequel which at first glance suggests that what we have here might be some sort of Manga Football. Er, but it isn't. Animations have been included for things such as corners and fouls in order to give a greater feeling of atmosphere, and the whole thing looks more colourful as a result - which could also have something to do with it having 32 colours instead of the previous 16.

Now think carefully before making any rash decisions regarding team selection, because it is important to keep the spirit of your players high. You now have a full reserve team to juggle with and a drop down into the, ahem... "stiffs" may see a drop in morale and subsequent loss of form. On the other hand, it may just be the kick up the backside your star forward needs.

Project Tactical Manager

Publisher Black Legend

Team Talking Birds

Release March

Inspected by Paul



Grandslam are due to release this cricket sim shortly. Will it reach the boundary or fall short of the rope? Will it be the Graham Gooch beater everyone's hoping for? Just how weak a play on words can we come up with in this intro? Andy Sharp pads up and finds out.

ITS Cricket

90

Blue Print



ITS (International Test Series) Cricket puts you in charge of any team from the nine included here, and a squad of 18 players at your disposal means that vital team selection is down to you. As with any complex sporting sim you will be taking a trip to Optionsville, as there is decision after decision for you to plough through. You can even add your own name to your chosen squad if you so wish, and see how you fare against the big boys in modern cricket.



Bowling is a totally different matter to batting. Obviously. Without quite as many options as the latter, it's all about combining your most effective ball and the placement of your fielders. Representing a game of cricket through a series of options whilst maintaining an acceptable level of gameplay is a tall order, and at this stage it looks as if it's been done with some sort of success. A neat touch is the inclusion of sampled speech from the commentary team. This doesn't include the superb ramblings of (Sir) Geoff Boycott unfortunately, but you can't have everything can you? With future add-ons possible, and the Tests being played in real time, this could be the epic sim to end all epic sims.



The digitised players give the teams a realistic look, and the main stats screen is one of the best features. There are pictures of every player involved in the fielding team and the two batsmen at the crease.

The action begins with you looking from the batting end of the pitch, and finishes with a view from the bowling end. Before the ball is actually bowled you have a couple of seconds to place your batsman in the safest place before playing your shot. There are twelve different strokes to play, and these will guarantee wildly varying results, as unlike some sims, the timing of your shots is vitally important. There are plenty of catches made in the outfield, so when you're not batting, place your fielders intelligently.



Project ITS Cricket

Publisher Grandslam

Team In House

Release March

Inspected by Andy

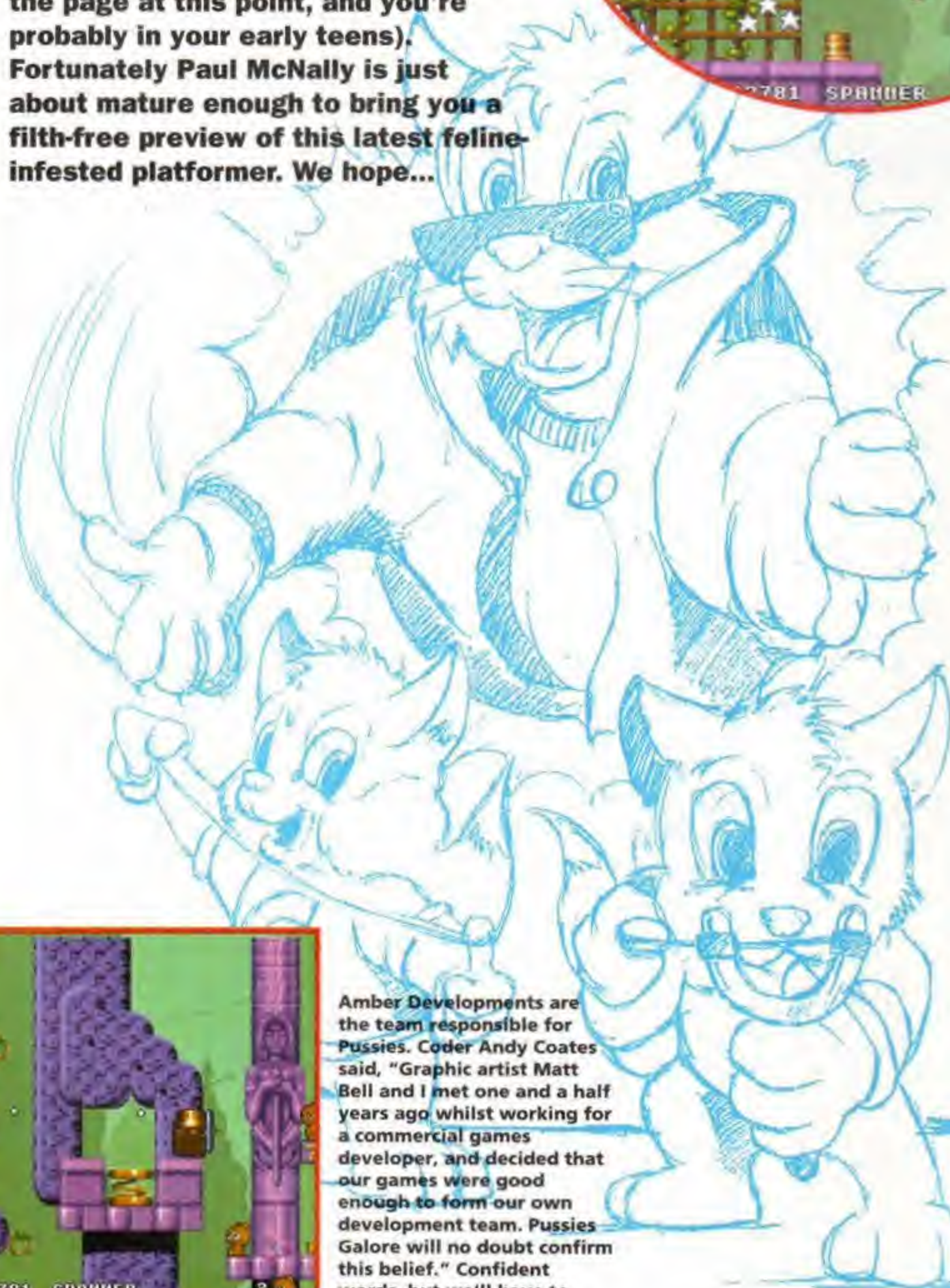
Pussies G

And the schoolboys giggled and snickered, cracking jokes worthy of "Are You Being Served". The cause of such jovial mirth is surely the rather risqué title of Team 17's latest animal-related release. Pussies (as it is affectionately known around some parts), is thankfully a game about cats (we can picture 50% of you getting really frustrated and turning the page at this point, and you're probably in your early teens). Fortunately Paul McNally is just about mature enough to bring you a filth-free preview of this latest feline-infested platformer. We hope...



Pussies Galore will be released on A1200 and CD32 formats at full price around Easter time. Things are progressing well so it could well be that there aren't any problems. Hopefully we'll have a full review within two issues, and Paul will definitely like it because it's a platform game. Not that he only likes platform games. Oh no.

With accusations rife about satanic messages in heavy metal music, it was no surprise when Evil Eric released a record (Evil Eric is the most evil cat in the universe in case you were wondering). All the kittens in the world have been affected in some way, but the information we have at present doesn't really tell us how. I suppose you had better just use your imagination for now.



Amber Developments are the team responsible for Pussies. Coder Andy Coates said, "Graphic artist Matt Bell and I met one and a half years ago whilst working for a commercial games developer, and decided that our games were good enough to form our own development team. Pussies Galore will no doubt confirm this belief." Confident words, but we'll have to wait and see.



alore

If you feel the urge to read some boring, bland technical stuff about Pussies Galore then the next few lines is probably the place to be. To start off with, the game will scroll at 50 frames per second, which sounds mightily impressive. It will also have parallax scrolling and a 64-colour play screen complete with masking. Sounds impressive eh?



Pussies Galore will, when ready, contain "four enormous worlds", each with a set number of missions that need to be completed before serious progress can be made. Each kitten that you discover and rescue will have to be guided to its own individual exit point safely in order to escape, and rest assured that you will be required to solve a few puzzles on the way.



There haven't been many games featuring household pet footage as far as I can remember. Atari had some cat-on-ledge action with the really rather good Nine Lives about five years ago, but since then there's been precious little on the feline front. However, Pussies Galore is about to change all that so you'd better get your cans of Whiskas Choice Cuts in because these cats are cute.



There's not much in the way of different looking levels at this stage, so you'll have to make do with this one.

Not that there's anything wrong with it of course! Anyway, I'd better tell you what it's all about hadn't I? Your character is Boris, he's a streetwise alleycat and he's been charged with the task of rescuing kittens.



Project Pussies Galore

Publisher Team 17

Team Amber Developments (Smut Developments more like)

Release Easter

Inspected by Chicken

Extractors

Does anyone remember Diggers? Well, Andy Sharp does and he's more than eager to tell us about Millennium's ambitious follow-up, Extractors. It sounds too painful to mention, but don't worry, it's quite a friendly puzzler in the same vein as the Lemmings series. Maybe 'friendly' was the wrong word to use, as in our experience there's no such thing as a friendly puzzle game! Well, Extractors is set to test even the most avid gamesplayer to the hilt, and if cerebral exercise is what you're after, you may well have found what you're looking for. Early plays have suggested that this is set to rival the old classics in terms of brain curdling mayhem. Is it time for Lemmings to step aside and admit defeat?

The basic idea behind Extractors is to explore the Hanging Worlds and then locate and destroy each of the force field generators before entering the main city. To do this you will need to mine the levels to find precious stones to use as currency at the local trading post. This improved shopping facility now has more weapons for you to choose from, including some guided missiles and an early warning system.



Your task is made much more difficult by the inclusion of enemies who are far tougher than your extractors. These can be the difference between making or breaking your progress through the stages, and are generated randomly as you explore and extract the gems from each stage.

Your options are plentiful and you can stop any team member where he is in favour of using a stronger, quicker character or whatever. It's safe to say that elements of strategy and skill are needed to progress successfully.

THE THREE RACES

Three races of extractors are suitable for your operations. Their details are below:

Ralfeins

These are a very strong race who have evolved into super fast diggers. Although their stamina lets them down, having a couple of Ralfeins can be useful in hanging worlds which involve lots of extracting.



There are three different characters to choose from - Habbish, Boids and Ralfein. To begin your mission you can take any combination of these with you so long as your team remains five strong. Each of the characters have individual strengths and weaknesses, so it's important to pay attention to these elements when putting your team together. A browse through the Zargon book will give you all the information you need.



Project Extractors

Publisher Millennium

Team In House

Release March

Inspected by Andy



After choosing your starting character you can explore the tunnels for precious stones to gain more fuel units and cash to buy your explosives. The teleport option will take you back to the starting point and the shop. From here it's possible to obtain the tools available to mine your way to wealth and the main generator. Only then will the hanging worlds lose their seemingly immense threat.

To help you get into the swing of things there is a trainer mode where you can practice your skills using the tools and the individual characters. You can try everything without the threat of being killed, and additionally you have plenty of cash available to use in the shop to buy any of the items available. Once you've sussed this out you can attempt the main game.



There is a lengthy story behind Extractors, but frankly I can't be bothered to go into it in any great detail right now. Anyway, there are plenty of introduction screens complete with animations and speech which will tell you all you need to know in this department. Pretty darn impressive they look too at this stage.



TFX Update

Remember TFX? Don't worry if you don't because it's that long since it was previewed that even we'd forgotten about it. Until we were leafing through some back issues that is, when we came across it once again. "Oh they must've scrapped it", we thought, but a quick call to the Ocean offices in Manchester provided us with an alternative answer.



The production of TFX is still going strong and the good news is that it will probably arrive sooner rather than later. The vast majority of the work has now been completed, in that all of the essential code, graphics and gameplay are in place, and the game is now going through Ocean's rigorous bug testing regime. When it comes through that you should see the game appearing in your local video game emporiums.

I wouldn't start holding your breath just yet though if I were you. Ocean are determined not to release this until they have got it exactly right, and that means ironing out every little flaw, niggle and problem that their team of playtesters can come across. It may still take some time to come to fruition, but TFX is looking as though it may well have been worth the ridiculously long wait.



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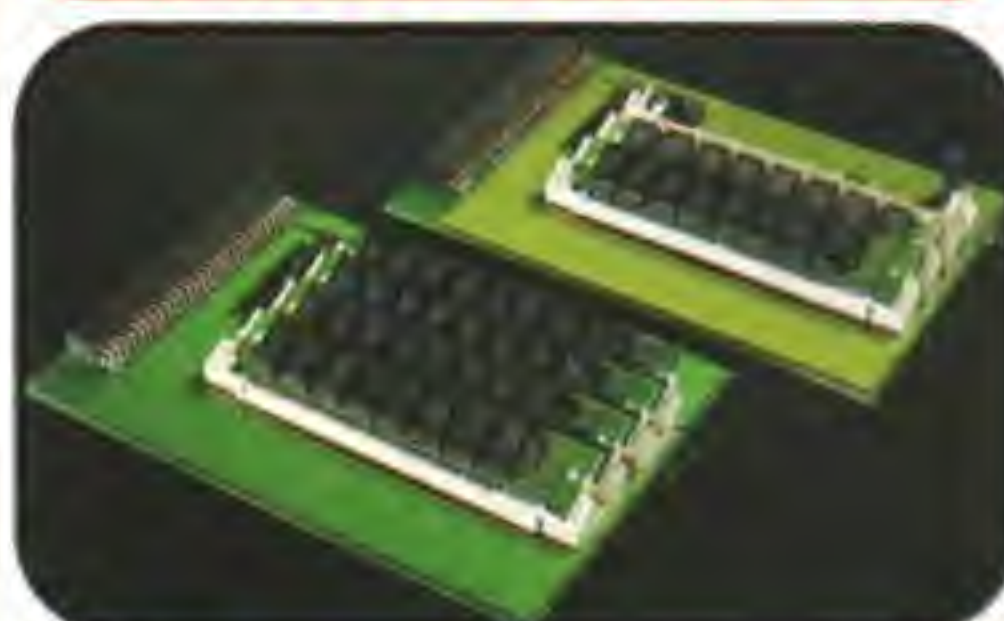
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Ruffian

Platform games. You either love them or hate them. Actually that's not quite true in all cases because Steve McNally falls somewhere in between, being able to either take them or leave them. Therefore Ruffian hasn't really got him that excited, but hey! – it's early days yet. Anyway, Grandslam have decided to go for a rumble in the jungle with their latest cute creation, The Ruffian. He's a cheeky chap in more ways than one!

Ruffian features, as you can see, a youngish chap in a loincloth, rampaging around a jungle for apparently no reason. The finished game will include 17 levels which we are told cover five graphical styles. All of this is based in the said jungle, although there are apparently some underground cavern levels which I haven't seen yet.



"Just run around a bit." That's the classic piece of advice that has applied to all platform games since the dawn of time. If you follow this plan then you are guaranteed to get the hang of the vast majority of features that the game has to offer. Sure there are other, more intricate details, but you needn't worry about them for now. Just get on with it.



Let's be honest, Ruffian isn't going to win any awards. In terms of originality and gameplay we've seen it all before, several times. However, Grandslam could be on to a winner if they decide to bring it out at a sensible pricepoint and make it a casual purchase for platforming fans. It doesn't look all that bad, in fact it's quite good fun, but I doubt whether people will ever consider it an essential purchase. Time will tell.



For those of a technical mind here's some info on how the game runs. Ruffian contains more than 50 bobs (up to 25 on any one level), has 32 colours, and running at up to eight pixels per frame, (always at 50Hz), moves at a fast pace. Now all that means nothing to me, (I can just about grasp the 32-colour bit), but I'm sure it does to some of you.



Project Ruffian

Publisher Grandslam

Team In House

Release March

Inspected by Steve



Akira

For those who don't know, Akira is a cult animation movie from 1987 which defies all logic. ICE have obtained the rights to this Manga classic, and sticking as closely as possible to the frankly confusing plot, are set to release the computer game. Set in Neo Tokyo in the year 2019, 30 years after World War III, the game takes you straight down to street level, incorporating a mixture of animation and frantic battling. Andy Sharp has been charged with the task of finding out what exactly is in store?

An animation of the Third World War sets the scene for what's to come. In the aftermath of the conflict, Tokyo is rebuilt, but in the chaos which follows, gangs become more commonplace than ever! Rival hordes of bikers roam the city battling against each other with a hatred never seen before. This is a nightmare vision of the future where death, decay and violence are evident on every street corner.

After Tetsuo, one of the two main characters from the film, narrowly escapes death during a bike battle, he's captured and experimented on by the authorities in charge of the Akira project. Mid-way through the experiment he mutates and escapes from the hospital using his new Psionic Powers. This platform stage involves all the blasting and destruction you could wish for. Just look out for those huge bunnies and numerous other hallucinogenic visions he has to overcome! Each stage has the relevant accompanying music from the film to give you the feeling you're actually playing as a character in the movie.



As this follows the film pretty closely, Tetsuo has to pass through the previous level to reach one of several stages.

Meanwhile, Keneda has to escape the clutches of the military and do battle in the city sewer system. If this all seems a little confusing, well that's because it is! Keneda steals a flying sledge/bike thing and blasts his way through the opposition. The final stage involves the final confrontation between Tetsuo and Keneda. Tetsuo has lost control of his powers and completely mutated beyond recognition. Akira has taken over completely and must be destroyed.

Phew! This stage sees parts of each level integrated into one final battlefield.

Weird I know, but so's the film.



The first stage will pit you against one of the rival biker gangs, The Clowns. Keneda, the other character involved in the game, has to battle through the debris on his unique Superbike. The roads are littered with obstacles from beginning to end, but weapons can be collected to clear openings ahead and destroy enemy bikers. However, this is only part of the problem, as you must also struggle to maintain control over the Superbike whilst avoiding potholes in the road.

Project Akira

Publisher ICE

Team In House

Release February

Inspected by Andy

Giving The Game

Dreamweb

You read the exclusive review in **Amiga Action** a couple of months ago and now we're only too happy to bring you the first part of a complete solution to Empire's superb murder'em-up. Read on...

The following is the bare minimum required to complete the game. There is plenty more you can do but you'll have to spend a little time finding that out for yourselves because we've only got room to print the basics.

DIRTY STOP OUT The Garden of Eden

You begin the game in your girlfriend Eden's flat. Look around and pick up your wallet which you can find on the desk. Go to the right and examine the microwave. Open it and move the key to your inventory. Now walk to the lift and use the controls next to the doors. Enter the lift and use the control box in there.

Walk through Eden's garage and examine the car - do not leave the room as you will not be able to get back in yet. Make sure you get the screwdriver and the

wrench from the garage. Leave the room and walk off to the left. On the travel screen select Ryan's Flat. When the screen changes, walk up to your front door and examine the keypad on the left. Use the keypad and enter 5106 (your code number which you can find inside your wallet).

Go into your bedroom and pick up the knife which you'll find on the bed. Now pick up the

network cartridge you'll find close to the machine. Make sure it is the one that's marked important. Examine the network interface by the window. Open it and place the cartridge inside. Examine the network monitor. Use it.

When it has finished initialising, type LIST and press enter. Now type LOGON RYAN, followed by BLACKDRAGON, then LIST CARTRIDGE and READ PRIVATE. After this you will be given the door numbers for Eden and Louis. Write 'em down.

I'D LIKE A BIG GUN Enormous Weapon

Select Louis's flat from the travel screen. On arrival you will be mugged and have your trainers stolen from you. You can no longer leave until you find some suitable footwear.

Walk to Louis's front door. Examine and use the keypad. Enter the number 5238. When the door opens, walk into the room and go and talk to Louis. Open the cupboard by the monitor (the one with the drinks machine on top of it).

Move the red pool hall card into your inventory and examine it by clicking the right button. You'll now have access to the pool hall. Look in the toilet and pick up both trainers from the floor. Use each trainer to place them on your feet - you can now leave the flat.

Open your inventory and press the right button when over your wallet. Open it and remove the card and put this in your





inventory. Leave Louis's by going to the street and off to the Travel Screen.

Select Sparky's Bar. Enter the bar and walk to the seat in front of Sparky. Examine and use the seat. Talk to Sparky. Examine the card reader with the credit card. Examine the credit card (right button in your opened inventory).

Use the card and you'll see your balance. Talk to the man sat next to you and he'll tell you about the hotel. Leave the bar and go to the Pool Hall.

Walk into the lift and use the controls there. Talk to the man behind the bar. He will help you. In the Pool Hall go left until you can go no further. Use the keypad and enter the number 5222.

Once in the office use your card in the reader and take the gun from the desk that the man gives you. Leave the location by going to the lift and using the controls before walking back through the alley and on to the street.

MURDER MOST FOUL Dead Chicken

Go to the hotel on the travel screen and talk to the receptionist. Use the cardreader with your credit card. Take the key from the desk (be warned that this is pretty tricky to spot but it has to be taken – it appears in front of the receptionist). Go to the lift and use the pad on the wall. Enter the lift and use the control with your room key. Now walk out of the lift and go left. Find the firepoint and examine it. Open it and take the axe. You may go into your room if you wish (go to the right) but there is no real need.

Re-enter the lift and use the controls with the knife from your flat. Examine the wire and use it with the knife. Examine the handle and use it.

Once on top of the lift examine the doors and use them with the axe. In combat, open your inventory and use the axe when the game allows you to (pointer will change from a watch to a hand).

After the guard mis-fires (CLICK comes up), use the gun. Walk past the pool and

into the room on the left. Walk down and examine the gun in your inventory.

When you enter you'll see a bit of pseudo-erotic filth on screen. Wait till the squelching is over before wasting the rock star. You're now a killer and there are six people left to eliminate.

After this you're sent back to the Dreamweb. Talk to the monk. Find the door that will let you out (first one in the right hand corridor at the bottom of the map). Use the door. In the Dreamweb room use the plinth with the key and Ryan will then wake up in a skip in an alley.

WHO'S FIRST THEN? Form An Orderly Queue

From the alley, walk to the right and walk down. Go home and enter your bedroom. Use the Network monitor. Type LIST NEWSNET, READ TVSPECIAL and EXIT. You will now know about the General. Leave your flat and go to the TV Studio. Walk as far right as you can and then walk down until you come to a sign painted on the floor.

Go left, and when you come to the barrier use your gun and kill the old guy to allow you to pass. Examine the controls behind the window by the barrier and use the controls.

Walk left and then up into the TV studio before picking up the passcard underneath the brochure.

Go left and down into the storeroom and examine the fusebox. Use the fusebox with the screwdriver and take the fuse (which is very small and on the box). Leave the room and go right twice and then up. Use the ladder.

Now walk to the winch control, examine it and open it. Replace the blown fuse with the one that you've just obtained and use the winch control.

The result will be one heavily blood-splattered General and thousands of readers waiting until next month when, if you're dead lucky, we'll polish off the other five targets.

See you there!



Dreamweb

Giving The Game

Jungle Strike

Join our newly resident games guru Andy Sharp, as he ignores all danger and ventures into the air to bring you a frontliners guide to Ocean's Jungle Strike



Campaign 1

MISSION 1 Monuments

The monuments need your protection, and this can be a relatively simple task if you locate them on your map. Fly in a circular motion around the targets and they won't be able to get you in their gun sights too easily, thus saving your armour





for later missions. Repeat this procedure over the three monuments and everything will remain hunky dory.

MISSION 2 Terrorist HQ

Only three of the four headquarters need to be destroyed if you collect the hostages. It's best to circle the building and shoot the foot soldiers or armoured cars before tackling the building.

MISSION 3 Car Bombs

This is by far the toughest mission in the campaign. If you fail to prevent a single car from reaching its destination, it's game over my friend! You may have to learn exactly which buildings have been targeted – they all have fences round but the gates will be open.

Once you have located the cars – there will be a gunner shooting at you from the roof – it's best to use your Hydra or Hellfire missiles. These will take the cars out relatively quickly.



MISSION 4 Agent Akbar

As simple as they come. Blast the building and foot soldiers and pick up your agent from the ground. That's it!

MISSION 5 Motorcade

The President needs your protection from the terrorists. Meet his stretch limo and escort him safely back to The Whitehouse. Along the way, the President's car will come under attack from numerous terrorist vehicles, so it's wise to travel a fair way ahead and take out the enemy early. Fortunately, the limo will stop and wait for your return.

MISSION 6 Enemy Sniper

Another simple task which can be performed while escorting the President back to The Whitehouse. He'll offer no resistance and all you have to do is lift



him from the ground. With the President safe again, it's now time to return to base in preparation for your next campaign.

Campaign 2

MISSION 1 Navy Seals

Save the stranded SEALs, (they're members of a special armed forces team obviously, not honking mammals), from the small island after blasting the enemy soldiers away. It's best to head south now to reach the electric fence.



Jungle Strike

Jungle Strike



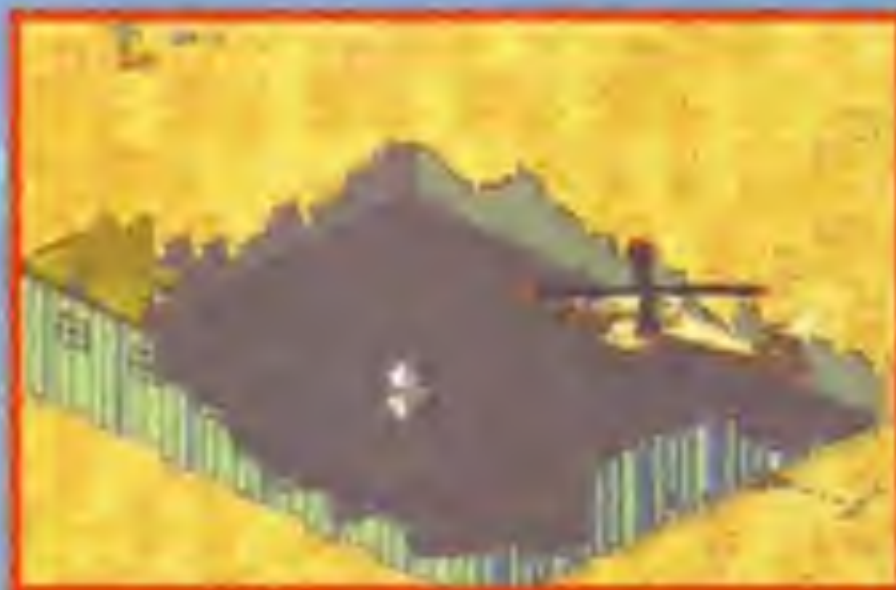
Tit for Tat

The generous folk at Kixx XL will from now on be sending three of their current releases to anyone who sends in a solution to a game which we use in the magazine. And we're more than happy to let them do it because it obviously saves us a job.

Remember to state your name and address on any solutions you send and list a few games you would like to receive if you like, although the ones sent to you will be those which are available at the time.

And to continue in this generous vein, we'll throw in £20 in cash along with the games - gratis.

Come on then - that's 50 quids worth of games and 20 nicker simply for making a few manky notes.



MISSION 2 Electric Fence

Blast the three soldiers surrounding the hovercraft and then head back to the east and drop the two Navy SEALs at home base. Fly back to the hovercraft again and blast the last soldier away. Voila! Next stage complete. Land on the pad and prepare to take to the seas in the hovercraft.

MISSION 3 Plutonium

This takes longer than any other stage to complete. It's a mite tricky tracking and destroying the weaving boats without picking up damage, but if you use the Hydras and keep an eye on your armour status, it can be done. It's better to be safe than sorry, so collect some replacement armour when it begins to look a little dodgy. Collect the plutonium that is left behind. The trucks on the beach are pretty simple to destroy though so things aren't too bad.

MISSION 4 F-15 Pilot

Be sure to use caution when rescuing the pilot from the island as there is an armoured gun and a foot soldier to be laid to rest. Remember this and everything should fall into place.

MISSION 5 Nuclear Subs

Only three of these blighters to sink. Unfortunately they're heavily armoured and their defensive cannons are extremely powerful. Use the mines by dropping them in the path of the moving subs, but don't hang around in close range as the cannons will kill you in no time. You may have to use your Hydras to finish them off completely, and remember to circle the sub so the cannons don't lock in on your craft. Next, take the hovercraft back and jump into your helicopter. Then head back to base. Phew!

Campaign 3

MISSION 1 Training Camp

A little target practice here. Simply blast away at the tents and soldiers. There's minimal resistance so it's dead easy!



MISSION 2

Landing Zone

Another basic stage. Collect your bloke from the clearing in the trees and take him to the pad inside enemy lines.

MISSION 3

Mobile Radar 1

Yet another relatively simple task. Watch out for the armoured support (tanks) and destroy the radar vehicles. It's best to tackle this as quickly as possible, taking the tanks out first.

MISSION 4

Communications Expert

Rescue the communications expert. Watch for armoured guns and destroy the building he's inside before taking him to the helipad by the telegraph poles.

MISSION 5

Tank Depot

It's time for some more target practice! Only a few tanks will offer any resistance so keep as far away as possible from these and blast them with your Hydra or Hellfire missiles.



MISSION 6

Mobile Radar 2

Repeat the process used in part three of this campaign. These radars aren't as heavily guarded however and don't pose much of a threat.

MISSION 7

Training Headquarters

Blast the three buildings. Remember to rescue your own soldiers if needed, and take out the armoured guns.

MISSION 8

Nuclear Reactor

Whatever you do here don't destroy the nuclear reactor or it's back to the start you will go. Shoot the building and immediately prepare to shoot the gun and foot soldiers inside. Keep your shots as accurate as possible and then destroy the container holding the reactor. It's quite heavily guarded so don't be in too much of a hurry to destroy the defences. Do it as safely as you can, pick up the reactor and head back to base.

GENERAL TIPS

Three of the Best

There are a few helpful manoeuvres you can execute throughout these campaigns. It's a good idea to practice these on the earlier levels as the further you progress, the quicker the enemy will need destroying.



Kixx XL Winner
Wins £20 plus 3 games

Seeing as how Andy Sharp actually

works here, we didn't think it would be fair to give him any cash or games for this fine GTGA effort. What generous souls we are. Indeed!

1. Enemy gunners, whether they be in armoured cars, combi vans, trucks, tanks or whatever can cause severe damage to your lone battle copter so try flying around them and blasting away so they can't fix their gun sights on you.

2. Remember that each mission included in a campaign can be tackled in any order after the first campaign. Keep an eye on your ammo, weapons and position on the map. It's a good idea to make a mental note of where the extra ammo or fuel is and collect them in plenty of time. There's nothing more annoying than running out of power as you're on the way to refuel.

3. If you're low on armour and can't locate any more, the enemy targets are best destroyed from a distance. The best tactic is to hover a little distance away and blast to your heart's content.

Your Chain weapon will be the most accurate in this instance. The best thing about this is that the enemy shots will explode just in front of you, leaving you totally unharmed.



Jungle Strike

Theme Park

Giving The Game

When we reviewed Theme Park a few months ago we also gave you some handy tips to get you started. Now we can finish the job by bringing you a complete player's guide written by the man himself, the legendary Alex Trowers!



The following is a list of fundamental hints and tips for playing Theme Park. As you become a more advanced player you will begin to develop your own style and method of play along with a few sure-fire strategies for creating the ultimate park. Everyone has different preferences and so everyone develops varied techniques for dealing with the problems they encounter.



GETTING STARTED Trainee Manager

My first piece of advice is aimed at those who are new to the game and those who have dabbled occasionally without much success.

The tutorial is there to aid the first time player. It introduces the basic elements of paths, queues, rides and shops gradually before dropping you into the game with hopefully a fully functional Theme Park. The rest of the tutorial is actually a very competent place to start expanding your empire.



BASIC ADVICE Small Is Beautiful

The little people are very fickle – they are not easily pleased yet the smallest of things will make them unhappy very quickly. For this end you must always listen to what they tell you. Keep an eye on the thought bubbles that appear above each little person's head and react accordingly. If several people get hungry in the same area you should consider building a food stall or some description nearby.

Don't try and build the most mammoth of parks on your first go. Start by building up from a small but well maintained base. That way you don't find yourself out of your depth with everything going wrong all once. It will happen gradually. Don't be afraid to remove rides that are placed

incorrectly. It is far better to lose the money than to distract your valuable mechanic from repairing your star attraction so that it blows up with people on it (Yacht! Great!! Burn baby, burn! – a Spidears Player.)





RIDES

Variety Is The Spice Of Life

The park with the most rides tends to make the most money. More rides means more punters and more punters means more money which, as we all know, makes the world go round, allows you to research better stuff and subsidises shopping trips by the wife.

The little people tend to prefer a large variety of rides as opposed to loads of identical ones. This doesn't mean that you should only have one of each ride in the park, you should just choose a different ride over an existing one.

As rides get older, they don't last as long as they should before needing repair. When this starts to happen you should consider selling the ride on and replacing it with an upgraded one. This will put less strain on your mechanics and generally make everyone happier.

SHOPS

Litter Bugs

One of the greatest sources of income can be a well placed shop. They provide welcome instant cash returns and also serve to keep the little people happy.

There are however two drawbacks to the use of shops:

Litter is a major problem as nobody likes a messy park. If there is too much litter then the little people will start to stay away from the park and you won't win many awards at the end of the year. The coffee shops, have litter bins inside and so take care of their own litter, but they are not quite as effective as Pokey's Cola for quenching thirst. Whenever you buy a shop that produces litter you must make sure that you have sufficient handymen to combat the litter problem.

The other main problem is that of keeping the shops well stocked. A shop that has run out of stock is no use to anyone. You should always keep an eye on them to ensure that they have sufficient stocks to last. If they haven't you should order some more immediately.

Try to learn how often you need to restock certain shops and get into some

form of rhythm so that you don't have to keep looking around the map all the time. If the advisor tells you that a certain shop is running low and you haven't already sent off an order then you should immediately order more to minimise the amount of time that the shop is closed. If you are playing in Sandbox mode then you don't have to worry about this.

FEATURES

Greenbelt Land

Features such as trees and lakes should never be underestimated. A featureless park is a bland one and is unlikely to win any awards. Features also impress the little people who are new to the park, as well as making it look nice on the screen. In addition, it is a lot more exciting to scream around a roller coaster that dives and twists through a dense forest, narrowly missing the trees.

STAFF

Personnel Problems

The amount and type of staff that you employ at any one time can make or break your park. As soon as you start placing shops that leave litter you should employ a handyman. Likewise, as soon as



Theme Park

Theme Park

your first ride starts to break down you should employ a mechanic. Entertainers are very good especially in the times when most of your rides are being repaired or it is raining. A slightly more detailed look at all of the staff types follows:

Handymen should be employed the instant litter starts appearing on the ground. Keep an eye on any new handymen that you employ as they might get confused by the layout of your paths and end up missing out large areas of the park that need to be cleaned.

Mechanics should be hired as soon as your first ride starts to show signs of breaking down. They spend half of their lives eating sandwiches and so you must keep a watchful eye on them.

More often than not a mechanic will get to a nearby damaged ride before it completely blows up, but if there is more than one ride that is in trouble then you should direct the mechanic to fix one immediately and either shut the other ride down or hire another mechanic.

A single mechanic can usually maintain three or four rides successfully. This is just a rough guideline as it will vary with the quality of the rides, how often they are used and for how long.

A slightly risky tactic is to slow the speed of a damaged ride right down while the mechanic is fixing another one. Hopefully the ride won't blow up (Hopefully!?! - the same Syndicate player) in the time it takes for the other ride to be fixed and the mechanic can then fix the new one.

The upside of all of this is that you only have one mechanic employed and the little people always have at least one ride they can go on as opposed to having two closed down ones to look at.

If it works, then it works well. If not, then it's little short of disastrous.

Entertainers should be placed near queues that have a particularly long wait time to ease the stress caused by waiting to get on the ride. In addition, at least one

entertainer should be placed somewhere near the park entrance.

Guards only need to be hired if thugs start appearing in the park. You will notice the thugs when you start seeing beaten up entertainers and rides start breaking down faster than normal. When thugs do appear you must deal with them immediately. Hire plenty of guards and try to move your entertainers away from trouble areas. Guards will only escort thugs out of the park if they see them doing something nasty like kicking an entertainer or breaking a ride, so you may have to move them around a bit.

PARK Planning Permission

When designing your park always try to think about what the little people will want, and place things accordingly. Place a balloon shop right near the entrance so that the people will part with their money while they are still happy. This will put them in a good mood for the rest of their stay unless something bad happens.

People get enjoyment out of going on rides so try to cut down the amount of time they spend walking between one attraction and the next. One method of doing this is to have a straight path with rides coming off either side of it. Each ride is butted up against the side of the path with the entrance around the back and the exit leading back on to the main path. A short queue should link the path to the entrance. Try to stagger the rides on either side so that anyone leaving one ride is pointed straight at the queue entrance to the next one. With this method the little people will zig and zag



between the rides and the amount of time they spend just walking and not being on a ride is minimal.

The major disadvantage with this method is that it doesn't leave much room for decorative features which make the park look nice and unfortunately this may put some people off.

If you start making a complex path system with rides and shops all over the place then you will have to place signposts down so that people know where they are heading. If a person comes across a sign pointing towards a ride that they quite want to visit then they will feel happier about walking towards it, as opposed to just wandering around aimlessly.

Also, signposts that point towards the exit allow annoyed people to leave quicker and not wander around for hours getting more upset. Unhappy people tend not to go on rides or buy things from shops and so clutter up the park and reduce the average of the happy people in the park. As a result of this, your reputation and popularity suffer somewhat so they are best off out of the park and out of your hair.

Another method of park design is the One-Way method. The park is organised in such a way that the people have no choice but to walk around the park in an organised and orderly manner. This has advantages in that you should be able to work out exactly what any person will be





requiring at any one time and be ready for it. In addition, the need for signposts is greatly reduced as there are less junctions for people to start worrying about. The problem arises when too many people enter the park. Queues build up and people are unable to go on all of the rides.

Due to the one-way structure of the park, they are unable to return to rides that they may have missed, so they are not getting the full enjoyment factor out of your park.

AWARDS

Simply The Best

At the end of each year you will be presented with various charts showing how well you are doing. In addition there are also several awards that get handed out if you happen to be doing particularly well in certain areas of your park. These awards are great things to aim for as they not only improve your reputation but add a substantial sum of money to your bank account. They are also a measure of how well you are doing in relation to your opponents. If you are constantly winning the good technology award then you must be more advanced than all of your competitors.

Keep your park running smoothly and you should pick up a couple of neat awards. If a ride blows up then it is unlikely that you are going to win the Ride Safety award and since there is no Most People Maimed or Seriously Injured award then you could be losing out.

If you concentrate on winning a single award at a time then the money that you gain from this will enable you to do better at winning the others.

GENERAL TIPS And Finally...

Open your park immediately on starting the game. This allows one or two customers to appear even if the majority of people stay away.

Also, slow the game speed down when designing the park. This will allow you more time to place rides and give you a small amount of much needed lee-way when playing the game.

New rides are very important and you should always have something in research for them. This will aid you in gaining the Most Advanced Park award.

When positioning rides, allow for the fact that you may wish to move the entrances and exits.

Whenever you add a new ride to the park you should immediately increase



your ticket price. The more rides you have the more you can charge.

Always try to buy new rides as and when they become available.

If you notice an unusually large amount of litter building up then it may be a good time to increase the price of your food shops. Don't forget to clean it all up afterwards however.

Try to ensure that the queue lengths are long enough to support all of the people who may want to go on the ride. People won't join a full queue and so they will miss out on the ride.

Make those lazy spare handymen work exclusively outside shops.

Always have stock for your shops on order. If necessary you can always delay its arrival by re-ordering.

Never leave your park unattended as there is always something you could be doing. This is especially true of the larger parks as they are harder to maintain.

With large capacity rides there is a obvious need for larger queuing areas as they take more people to fill up.

The trick is to try to have at least one of every ride in your park.



Theme Park

Giving The Game

3 space Quest

Kixx XL have just released this on budget and no doubt you're all horribly stuck. That's why you keep ringing us up, and that's why we tell the receptionists to say we're in meetings! Anyway, you've got R. Renshaw of Bollington to thank for this. He wins the Kixx stuff and £25



GRAB A GRAND Mr. Motivator

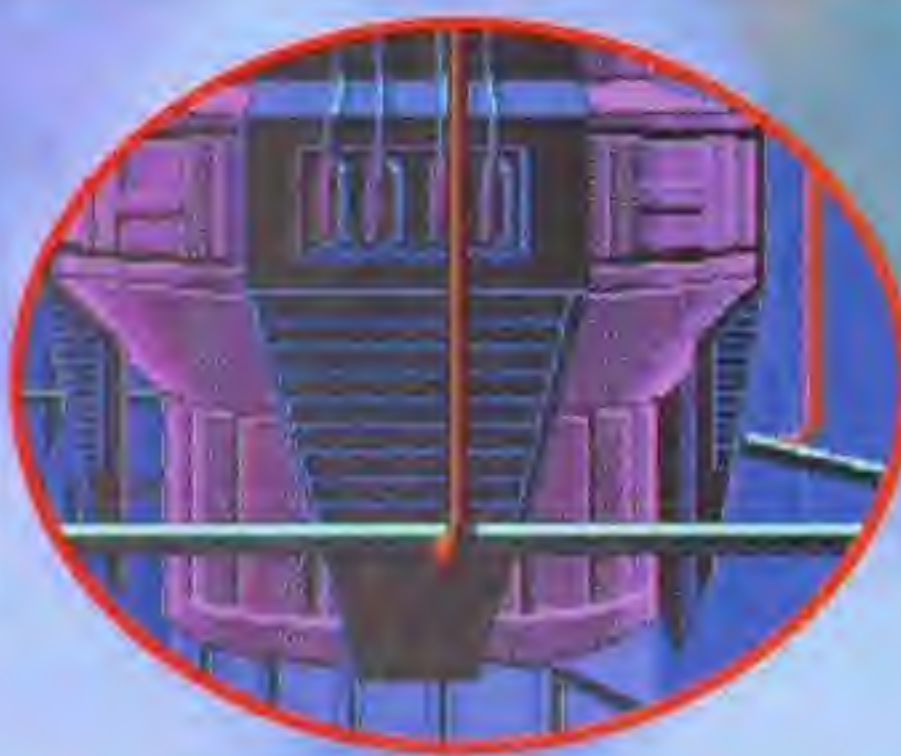
Walk down one screen, right one screen, and walk on to the lift bucket. When you are on the screen with the crusher, GET UP, JUMP. Walk left until in the room full of computers. GET ON MACHINE.

Press the left arrow once, wait until the grabber is just about to go off the next screen where you started, then press the right arrow once to stop the grabber.

PRESS BUTTON. The grabber's hook will descend into the scree where you started and should land on top of a round, blue object (The Warp Motivator) and bring it back up (if you miss, move the grabber left or right slightly and have another go).

Once you have got the Warp Motivator, press the right arrow. Wait until you get to the other end of the loop, press the left arrow to stop the grabber just as it has gone round the bend.

PRESS BUTTON. Your aim is to get the Warp Motivator in to the back of the spaceship below. If you miss, pick it up and



try again. Once you have done this, press the left arrow and wait for the grabber to get near where it started and try to stop level with the blue platform that sticks out. GET OFF MACHINE, walk down the screen into the chute.

METAL MONSTER You Dirty Rat

Walk to the left hand wall. LOOK IN HOLE. If there's no hole then move along and try again. TAKE REACTOR. Once you have got the reactor, walk over to the ladder. CLIMB LADDER, TAKE LADDER. Walk up one screen then right two screens into the tunnel. TAKE WIRE and walk right. At this point you will get mugged by a rat. retrace your steps back to where you got the reactor (you will need to DROP LADDER before you can CLIMB DOWN it again). TAKE REACTOR, TAKE WIRE.

Walk back to where you got mugged (remembering to take the ladder with you), and walk out of the other end of the pipe. Get as close to the broken eye as possible (keeping way from the bottom edge of the screen). CLIMB into the head. Walk around the spaceship to the side that you can see. DROP LADDER, CLIMB, walk a bit closer to the round hatch. OPEN HATCH, DROP REACTOR, DROP WIRE. Click on the computer at the right. The report should now show the steps in good shape. If not, retrace your steps and check nothing has been missed. Click on the pilot's chair. USE COMPUTER.

(To turn options on or off, click on them with the pointer or press the appropriate key). Turn on the radar. Turn on the engines. Take off. Turn on the weapons system. Turn on the front shield and press fire!

USE COMPUTER. Turn on the navigation system. Scan until you find the planet Phleebhut. Set course. Turn on light speed. Land. Click at the bottom of the screen in the middle to stand up. Click on





the orange button in the bottom right hand corner of the screen to open the ramp or the hatch.

Walk right two screens and then up the screens to the metal monster in the distance. Walk into the shop. SELL GEM (425 Buckazoids is the best price you can get for the gem). BUY UNDERWEAR. BUY HAT. BUY ORAT. LEAVE. As you leave the shop the terminator that has been following you will grab you, threaten you a bit and then give you a head start. When he lets you go, walk off to the left of the screen and then into the foot of the metal monster.

Walk into the lift and then PRESS BUTTON. When the lift reaches the top, walk up the steps and to the far left hand corner and face right. The terminator will follow you up. When he is level with the gears, GRAB HOOK. Roger will then swing the hook by his head into the terminator, knocking him into the gears. Walk down the stairs and go to the scrap from the terminator and TAKE BELT. Go back to your spaceship and takeoff. Set a course for the Monolith fast food dive and turn on the light speed. When you arrive you will automatically dock and climb out.

Walk left one screen and walk up to the person at the counter. ORDER. Select the Monolith fun meal and whatever else you fancy, you have plenty of money. Quit the order screen, PAY, walk over to the empty table, SIT, EAT, STAND, walk over to the arcade machine and PLAY GAME. Carry on playing the game until you get a coded message. USE DECODER (found in your



Monolith fun meal). Write down the message. Quit the arcade machine, walk back to your air lock and GET IN SHIP. Once you have been sick, walk back to your airlock and GET IN SHIP. Set a course for Ortega. Turn on light speed and land.

TRASHCAN MAN Old Lady Semple

Next, stand up and PUT ON UNDERWEAR. Open the door. Walk down one screen, left one screen, down one screen. Wait for the workmen to leave, walk over to the green box just near you and TAKE DETONATOR. Walk two screens to the right, up two, left one and then right one. Walk up to the ladder and then CLIMB it. Walk closer to the opening and then DROP DETONATOR. Make your way back to your ship. When you get to where the wobbly ground was it will no longer be there. USE POLE to pole-vault athletically over the gap. Go back to your ship and take off. Now go to Pestulon and land.

Leave the ship, PUT ON BELT, walk right one screen. When some guards have left Scumsoft, TURN ON BELT, ENTER SCUMSOFT, walk in to Scumsoft. PRESS BUTTON, walk around the loop until you find another door on the inside of the loop. Walk through this door into the closet. TAKE UNIFORM, walk out of the closet and into the corridor. Walk around the loop until you find a door on the outside of the loop that isn't locked. Enter this room. You are now in an office. Do not pass any full bins without emptying them because you are meant to be

disguised as a janitor. To empty a bin, stand next to it and USE VAPORIZER. Be careful, because some bins are a bit harder to see than others.

Your aim here is to get the boss's keycard and a picture of him. Where you find the picture there is a photocopier very near. TAKE PICTURE, go over to the photocopier, COPY PICTURE, go back to where you got the picture and DROP PICTURE. The keycard is on the desk in the boss's office, this one is larger than the others and is the only one with a door on (it is open). When you first find this office the boss will be in it. Walk past his office and to the right behind it. You are now on a platform overlooking the vehicle bay.

When you walk back to the boss's office he will no longer be there. Go in and TAKE KEYCARD off his desk. Once you have got the keycard and picture go back into the main corridor. Walk around the loop until you come across the locked door on the outside of the loop. Walk up to the door. INSERT KEYCARD, HOLD UP PICTURE. When the door has opened, walk in and PRESS BUTTON. Walk straight ahead in to the trapped men. USE VAPORIZER. You will now get captured and taken to an arena where you will have to fight the boss in a large metal robot. If you win, you and the two men you have just saved will automatically escape from Pestulon.

END SEQUENCE Cockpit View

USE COMPUTER. Turn on attack speed. When you are informed of an attack, go to the weapons system. Use your shields and lasers as required. If you do well, the rest of the attack will leave you alone. Turn the weapons system off and go back to the cockpit view. At this point you will get the end sequence.

You will probably not have amassed full points if you use this guide, but that is up to you to have another go and see if there's anything you have missed.

Well, thanks to Robert Renshaw once again. If you would like to win three Kixx XL games and a cool 25 quid in your hand, why not send us the solution to a game you have finished.

Space Quest 3



More tips, more cheats and plenty more undeniably useful hints on what to do when you get stuck. In a game. Hmm



Mr Nutz

Lee Millward from Buxton has this to tell you about Ocean's squirrel-festooned platformerama:

For more bombs press F9, and for a hundred lives press F10. Ooh, it'll be a real challenge to finish then, won't it?



Tower Assault

Dave Green from Tunstall, Stoke-on-Trent, has, "recently purchased Alien Breed: Tower Assault". It would seem he's made considerable progress into it too, for here before you are the fruits of his labour in the shape of some level codes:

Engineering Level 1: FKBJMCEAEDCAAADN
Civilian Level 3: EEBMKCAAMDCAAADS
Stores Level 3: EJCNDCAEGDCAAAB
Science level 2: JGANKCEAKDCAAADG
Military Level 3: EPAFNGBADCAAADM
Main Tower Level 2: LAANNCEBNDCAAADD

ADDAMS FAMILY

Various codes for starting points.

81Y1M - 3 hearts
V1S14 - Pugsley
V919B - Fester

ALIEN BREED '92

Level codes.

XXDFA
RTHAA
LAEEA
UYTTA
PPEAB

ALIEN BREED 2

More level codes.

2 - 353828
3 - 108383
4 - 370101
5 - 982822
6 - 847464
7 - 737373
8 - 928112
9 - 267364
10 - 193831
11 - 090921
12 - 309383
13 - 101221
14 - 103992
15 - 998112
16 - 125332
17 - 091233

BACK TO THE FUTURE 3

Type in the code on the corresponding level story for infinite lives.

1 - ROTTEN CHEAT
2 - LOUSY CHEAT
3 - LOW DOWN CHEAT

BOES BAD DAY

Selected level codes.

10 - XCKCKZPE
20 - VDPEFWNG
30 - SEAGGUPH
40 - QEAIVNJ
50 - NDPKKWPL
70 - IDPONWPO
80 - GFFQPUNQ
90 - DEASQPVR
95 - CFFTRUOS
100 - BEAUSVNT

BUBBA 'N' STIX

Level codes

2 - T1QKPF7CMG
3 - PXMYGFFW7D
4 - 913XPD1LZ5
5 - 121FX75RJ

CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will become an all-conquering four star general.

CHAOS ENGINE

Level codes with infinite money.

WORLD TWO - GVVCHSDMS7#N
WORLD THREE - V35076X657WH
WORLD FOUR - 6UCDXU2557V2

CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities.

EPIC

Level codes.

2 - CEPHEUS
3 - APUS
4 - MUSCA
5 - PYXIS
6 - CETUS
7 - FORNAX
8 - CAELUM
9 - CORVUS

FLASHBACK

Level codes

Easy:
BACK
LOUP
CINE
GOOD
SPIZ
BIOS

HALL

Normal:

PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT
Hard:
CLOP
CARA
CALE
FONT
HASH
FIBO
TIPS

FRONTIER

If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

HISTORYLINE 1914-18

Level codes.

1 - PULSE
2 - GOOSE
3 - SPORT
4 - BIMBO
5 - TEMPO
6 - BARON
7 - BUMM
8 - LEVEL
9 - TOXIN
10 - PRINC
11 - CLEAN
12 - XENDON
13 - SIGNS
14 - HOUSE
15 - SIGMA
16 - SEVEN
17 - ZOMBI
18 - MOVES
19 - BLADE
20 - ZORRO
21 - STONE
22 - MOSEL
23 - ORDER
24 - SODOM

HUMANS

Selected level codes.

10 - MILESTONE
15 - RED DWARF
20 - SMART
25 - JIMS TIES
30 - MALCY MALC
35 - MAD FREDDY
40 - BANANA MOON
45 - VISION
50 - RANGERS
55 - CONSOLIDATED
60 - PROMISED LAND
65 - (Oh dear, can't be arsed with that one...)
66 - HELP ME
70 - NIN
75 - LORDS OF CHAOS
76 - NOW ITS DONE
77 - IM OUT OF HERE
78 - HERES TO A
79 - BETTER LIFE
80 - BYE BYE BYE

HUMANS:

JURASSIC LEVELS

More of the same.

10 - 7 MILE WALK
15 - ITS TOSH
20 - ALAN B STARD
25 - IDONTLIKEBRAWN
30 - ALMANBURIE
35 - BABBLE
40 - NEED MORE
45 - POUCH
50 - GLUM
55 - DRAKEER
60 - HAVE A BREAK
65 - I LOVE ME
70 - PYTHON LEE
75 - FATEANDFORTUNE
80 - FOREVER

JIMMY WHITE'S

SNOOKER

To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select Trick Shot mode and press [F7], then [F4] and [F1]. Then, when you hear a double click go to Demo mode...

KRUSTY'S FUN HOUSE

Level codes for this... er, - level codes.

2 - WHOAMAMA
3 - FLANDERS
4 - BROCKMAN
5 - SIDESHOW

LETHAL WEAPON

Mission codes.

1 - KSIIF
2 - ECVIOIR
3 - FLRSKB
4 - EUOASF
Key cheats. Press [ALT] and then...
Y-I - No sprite collision
Y-L - Extra lives
Y-K - Extra ammo
Y-Q - End sequence
Y-(1 to 0) - Various

LIONHEART

At the start of the game, push down on the joystick, and pause. Press [CONTROL] and [HELP] together and the screen will go all funny for a second. You now have infinite lives, and by pressing [CONTROL] again can turn Valdyn into the mouse pointer. Position him anywhere you like by moving the mouse and pressing both buttons.

LOST VIKINGS

Level codes.

2 - STRT
3 - TLPT
4 - GRND
5 - LLMO
6 - FLOT
7 - TRSS
8 - PRHS
9 - CVRN
10 - BBLS
11 - VLCN
12 - QCKS
13 - PHRO
14 - CIRO
15 - SPKS

LOTUS 3

Selected course codes

Easy:
UVQSNPBCM-60
HSYWWSKGC-50
Medium:
NSSSXXXXS-60
OUNDEFACG-99
Hard:
MFFSRPYDU-60
AFZYBQCJT-70
SKGYXXXXX-57
WJMEGMEQH-60

MORTAL KOMBAT

Joystick control for the Death Moves - carry them out when "Finish Him" appears near the end of a fight.

RAIDEN - Towards (your opponent), away x 3, fire. EXPLODING HEAD.
KANO - Away x 2, fire. RIPS HEART OUT.
SONYA - Towards x 2, away x 2, fire. KISS OF DEATH.
SUB-ZERO - Towards, down, towards, fire.
RIPS HEAD OFF.
JOHNNY CAGE - Towards x 3, fire.
PUNCHES HEAD OFF.
SCORPION - Down x 2, fire. FLAME THROWER.
LIU KANG - Down, away, towards, down.
SCISSORS KICK.

Also for Mortal Kombat, type DULLARD on the Start/Options screen and when you lose a life, your credits will remain intact.

And there's more; at the Start/Options screen. Type in A to U four times for a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like that.

Rise of the Robots

Cheat here from Frances Little from Abingdon, who's a bit hard in the metallic fighting department, it seems. Unfortunately no-one here can quite follow what he's on about, but maybe you can. Anyway, here it is:

Set the options to Difficulty: Hard, Timer: Off, Bouts: 7, Cinematics: On, Screen Shake: On, and Shadows: On. Play the Military droid and let it win. Go back to the menu, select two-player mode, and on the handicap screen, move the red bar down about a quarter into the player one side, then back to the half way line, and repeat it about six times until the screen flashes. When choosing the opponent, after the Sentry droid comes the Supervisor. Choose her and player two can "be" her. Do the Builders special moves for hers.

Hmm, well if you can understand it (and we're sure you'll be in the minority), then away you go.

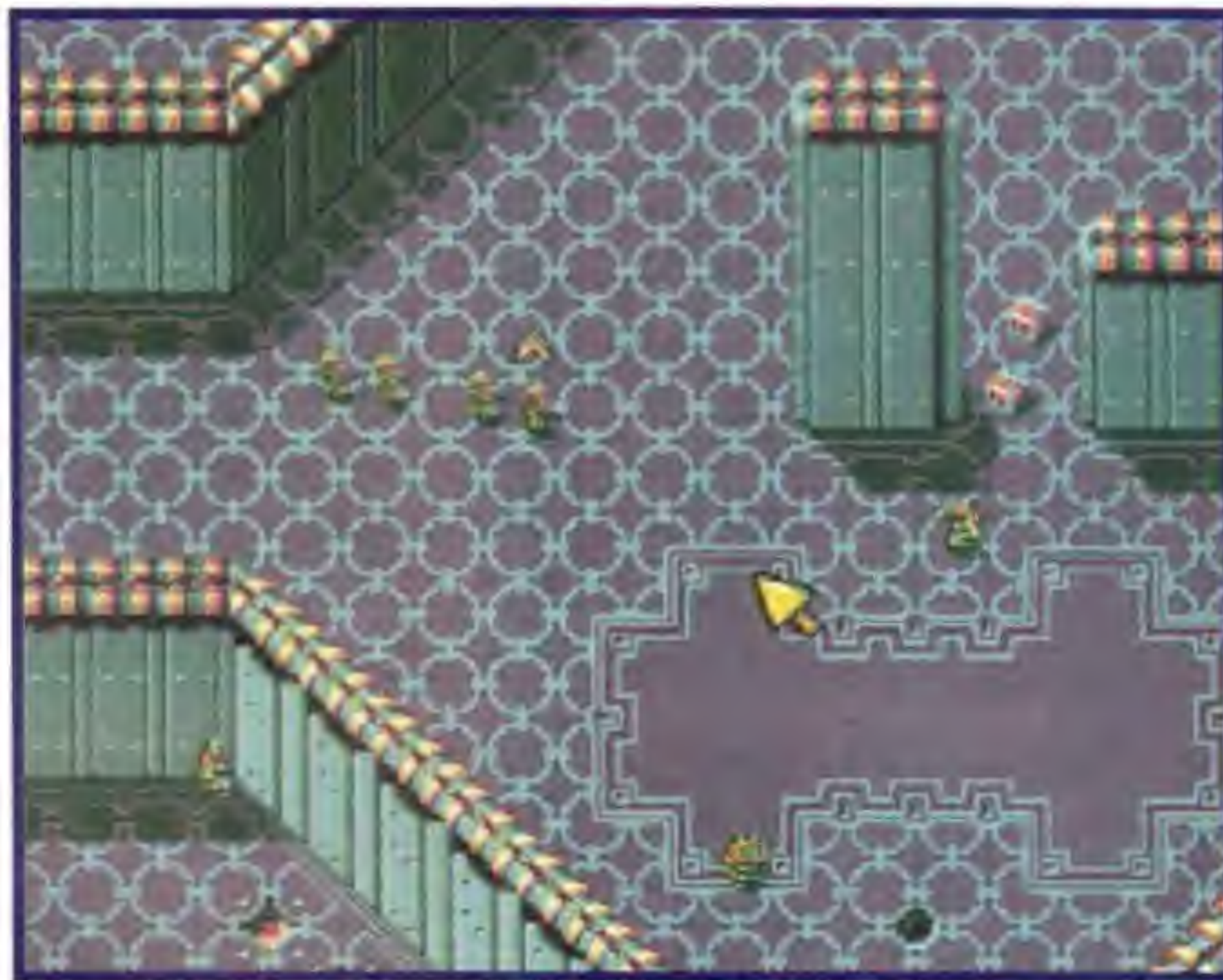
Death Mask

Level codes for Alternative's 'Not Doom by a Fair Stretch':

1. 52385	11. 65074	20. 57093	29. 75156
3. 22428	12. 62438	21. 29264	30. 70948
4. 84843	13. 28283	22. 47446	31. 54334
5. 22087	14. 85325	23. 75330	32. 39814
6. 38641	15. 10769	24. 82855	33. 52262
7. 06395	16. 25324	25. 58474	34. 73164
8. 33224	17. 43542	26. 38392	
9. 35527	18. 62156	27. 55216	
10. 48962	19. 84678	28. 68163	

Cannon Fodder 2

Remember the bit in Cannon Fodder where you typed in JOOLS as a save filename? Well do it again in CF2 and you'll be blessed with the skills of a Four Star Commanding Brigadier Excalibur of sorts who's a really good shot and dodges bullets dead well. Or whatever he is. And for those who don't remember it - do it anyway...



NICKY BOOM

Level codes:

- 2 - KRATTY
- 3 - MIRTES
- 4 - ARAX
- 5 - JANIR
- 6 - TRINOS
- 7 - SIXAN

NICKY 2

What does it look like, strawberry jam?

- 2 - DRAKO
- 3 - ATIKH
- 4 - FIRM
- 5 - LURNA
- 6 - PALET
- 7 - MIURA
- 8 - SLORY

PINBALL FANTASIES

Various ball-enhancing things.

- EARTHQUAKE
- VACUUM CLEANER
- EXTRA BALLS
- ANDREAS
- ULF
- MARKUS
- FAIRPLAY
- DIGITAL ILLUSIONS
- THE SILENTS
- FREDRIK
- OLOF
- BARRY
- CREW

PREMIER MANAGER

Telephone number cheats.

- 250967 - Sets all tackling to 99
- 000123 - Sets all passing to 99
- 220769 - Sets all shooting to 99
- 781560 - Mega cheat! Sets all skills to 99, plus £20 million.
- 753423 - Sets goalie skill to 99
- 061 777 1111 - Steve McNally, dressed in rubber, treats you to his exotic dancing skills.

PUSH OVER

Selected level codes.

- 10 - 07680
- 20 - 15362
- 30 - 08718
- 40 - 30734
- 50 - 22046
- 60 - 17470
- 70 - 19071
- 80 - 28927
- 90 - 28671
- 100 - 44543

RAINBOW ISLANDS

Type in quickly on the title screen...

- BLRBSSBJ - Permanent fast shoes
- RJSBJSBR - Permanent double rainbows
- SSSLRRS - Permanent fast rainbows
- RRLBBS - Hidden food becomes money bags
- SRBJSLSB - 1,000,000 points bonus (Wooooooo)

ROBOCOP 3

To skip levels type THE DIDDY MEN with [SHIFT] held down, then simply hit [ESC]. Several times, if you like.

RODLAND

Press [HELP] five times - you will have infinite lives and are able to skip levels by pressing the space bar.

THE SETTLERS

- Level codes:
- 2 - STATION
- 3 - UNITY
- 4 - WAVE
- 5 - EXPORT
- 6 - OPTION
- 7 - RECORD
- 8 - SCALE
- 9 - SIGN
- 10 - ACRON
- 11 - CHOPPER
- 12 - GATE

13 - ISLAND

Level codes:

- 15 - PIECE
- 16 - RIVAL
- 17 - SAVAGE
- 18 - XAVER
- 19 - BLADE
- 20 - BEACON
- 21 - PASTURE
- 22 - OMNUS
- 23 - TRIBUTE
- 24 - FOUNTAIN
- 25 - CHUDE
- 26 - TRAILER
- 27 - CANYON
- 28 - REPRESS
- 29 - YOKI
- 30 - PASSIVE

SIM CITY

Hold down [SHIFT] and type FUND for an extra \$10,000. This can be repeated but too many times will cause an earthquake.

SINK OR SWIM

Level codes, what else?

- 2 - BISHOPMOVE
- 3 - PATSY4KERMIT
- 4 - HOWNOWPOWWOW
- 5 - RINGWORLD
- 6 - TROUGHTON
- 7 - REDPLANET
- 8 - MEGALITHIC
- 9 - MYBREAKFAST
- 10 - TINYBOPPERS
- 11 - LOCKSALORDY
- 12 - HALOWEENVII
- 13 - NEWMODELARMY
- 14 - TIMEPIECE
- 15 - LARRYNIVEN
- 16 - KILLERWHALE
- 17 - BLUEHORIZON

SLEEPWALKER

Type in DINGADINGDANGMYDA NGALONGLINGO, then in the main game press [RETURN] for a level skip and [TAB] to be given nine lives.

STARDUST

Level codes:

- 2 - CCSAQAAAAALOO
- 3 - DDSAQAAASANMN
- 4 - EDSAQATANKM

SUPERFROG

Level codes (even though everyone on the planet must already have them in already)

- World One:
- 234644
- 447464
- 747822
- World Two:
- 392822
- 446364
- 984448
- 477444
- World Three:
- 343522
- 882311
- 992334
- 091332
- World Four:
- 467464
- 818234
- 182394
- 298383
- World Five:
- 452234
- 984841
- 383772
- 093152
- World Six:
- 387211
- 981122
- 017632
- 398112

Alternatively, you can press [F10] whilst still playing for invincibility, or type IN and you will be transported to the end of the particular level you are on.

TERMINATOR 2

To skip levels, pause the game, press [F1] to [F10], press IN, and then press [ESC].

TITUS THE FOX

Level codes:

- 2 - 2845
- 3 - 3559
- 4 - 1015
- 5 - 1933
- 6 - 0738
- 7 - 2665
- 8 - 5648
- 9 - 1331
- 10 - 1802
- 11 - 0791
- 12 - 1350
- 13 - 2290
- 14 - 5052
- 15 - 2045
- 16 - 2578

TRODDERS

Selected level codes.

- 5 - CLEAROUT
- 10 - CROSSED
- 15 - FIVEROWS
- 20 - HELPMEOU
- 25 - UPANDDOWN
- 30 - GOFORHEART
- 35 - SLIPNSLIDE
- 40 - FIRSTGUNS
- 45 - RUNAROUND
- 50 - HACKBACK
- 55 - CLOSEUP
- 60 - LOOSEM
- 65 - ROCKBLAST
- 70 - FIRSTFIRE
- 75 - MOREFUN
- 80 - RAINDROPS
- 85 - SOLOMAN
- 90 - NODELAY
- 95 - FALLOUT
- 96 - COLOURUN
- 97 - AUTOFIRE
- 98 - SWEATHEART
- 99 - HEAVYDUTY

WALKER

At the beginning of the second level, type EAT LEAD MUDDY FUNSTER before moving.

WIZ 'N' LIZ

Mix the vegetables for the following spell combinations.

Cherry+cherry = Bonus room

- Potato+cherry = Mine Land skipped
- Mushroom+cabbage = Bonus room
- Mango+lemon = 75 stars
- Carrot+carrot = Bonus room
- Lemon+strawberry = Bonus room
- Avocado+orange = 10,000 points
- Mushroom+onion = 50 seconds extra time

WONDERDOG

Passwords (codes?)

- 2 - LEMONADE
- 3 - PHARMACY
- 4 - ULTIMATE
- 5 - DANIELLE
- 6 - LUCOZADE

WOODY'S WORLD

Level codes

- Steam Castle - AHJBEAEA
- Fishy Castle - MODNAAOG
- Lava Castle - OKDNFAPK
- Checker Castle - MPDMGAMF
- Cog Castle - MKDNCAIK
- Conveyor Belts - OIHMOACO

ZOOL

For a level skip, key in GOLDFISH on the title screen, then in the game press F-keys 1-6.

ZOOL 2

- SESAME Start on level 1
- RONSON Start on level 2
- FUNKYTUT level 3
- HISSTERIA level 4
- VISION 20 lives
- OLDENEMY Stops the clock
- ALCENITO - Percentage boosted to 99



Theme Park

If the detailed information on the previous pages was too much for you, try this titbit that Kevin Bacon from Hartlepool has discovered. In between filming *The River Wild* with Meryl Streep, no doubt.

Make a little rubber tubing ride and then buy an entrance for it. It will cost you next to nothing and you can then extend it without paying the usual huge amounts of cash.

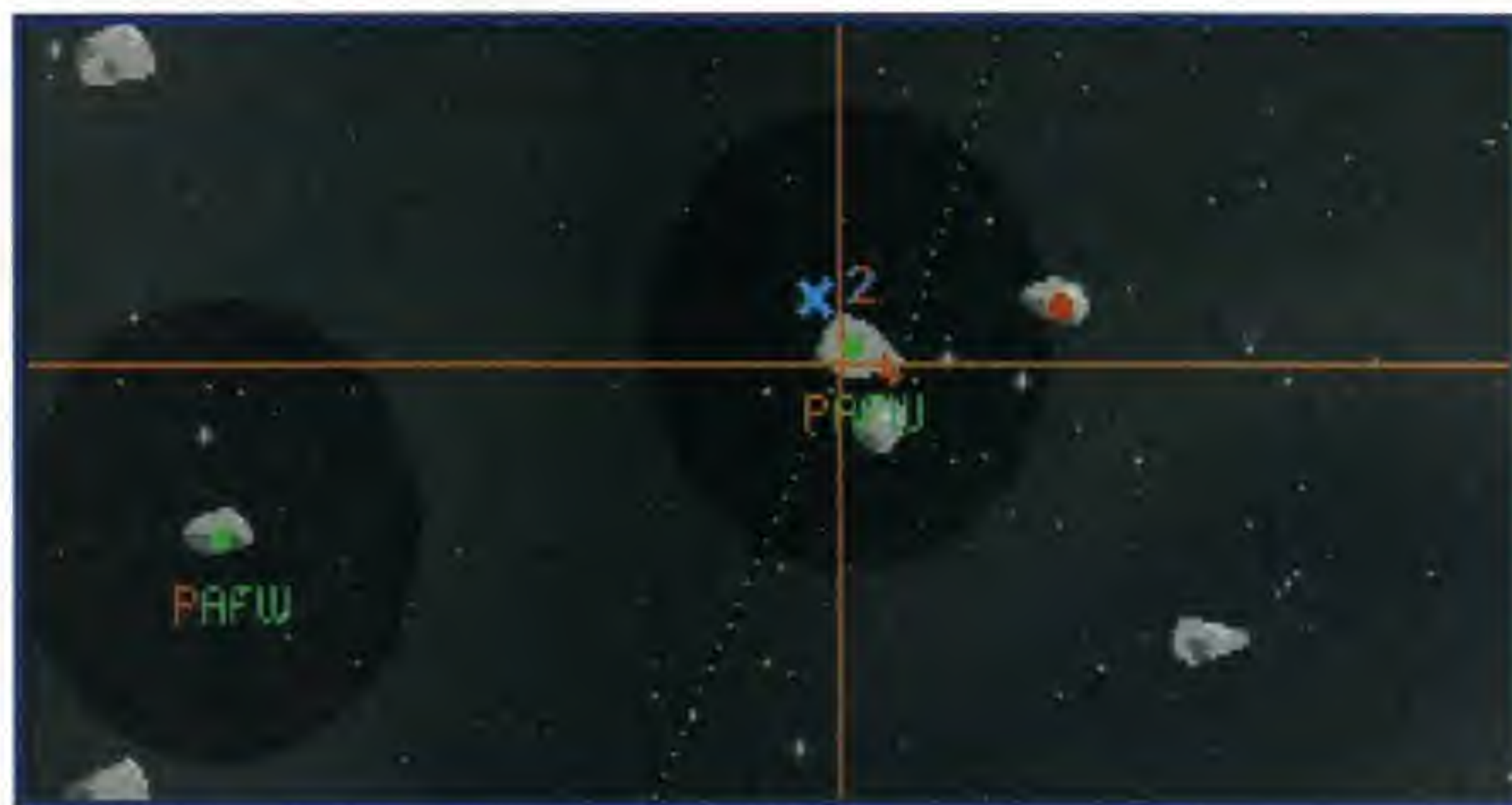
Powerdrive

"I received Powerdrive for Christmas", Tony Friend from Didcot tells us, informing us further as to his completion of the game. So what he's done, see, is listed the codes for all the levels, along with the prices for all the vehicles, and the money you start each level with. Which we thought was pretty decent of him, actually. So here goes, starting with the cars and the dosh that you'll need to buy them with:

Clio = \$34,000
Astra = \$38,000
RS Cosworth = \$62,000
Celica = \$65,000



Stage 2. BLJULCCBMMBBB1UDLXMHC (With \$17,809)
Stage 3. CBGB5FM8MBCWSQ3XMH5 (With \$32,783)
Stage 4. D2PB2LXFQBBB2GU4XMHN (With \$18,243)
Stage 5. CLJBUCCFQBCLG2XXMHX (With \$28,262)
Stage 6. BUPBOFFFQBBDDWWYQXMHM (With \$52,951)
Stage 7. BQDUJB2VQBFLNCHXMHR (With \$68,504)
Stage 8. CGCBNGBV3BBCJBDSXMHJ (With \$26,009)
Stage 8.2. B2DULB5F3BBC2D7TXMHJ (With \$35,175)



K240

Oops, yet another lost name here. Ahem. Oh well, never mind... During the game press [RETURN] and then type the following:

ICEMAN freezes all asteroids
LOADSADOSH gives you a cool hundred grand in cash. (That's £100,000, posh kids!)
WIDGET gives you access to all of the blueprints
SKYSCRAPER provides you with instant buildings

Thanks then, unknown person.

Sim City 2000

Graham Page from Abingdon is a bit special at SC2000, if you take him at his word. So confident is he of his city building skills that he's decided to share his knowledge with you. And indeed us. And here, readers, it is:

Before starting to build a new city, edit the map and make it totally flat without much water. Create small hills with waterfalls on them, to be used with hydroelectric power.

At first, only use hydroelectric and wind power, until power is a major problem, at which point add a fusion power plant (invented around the year 2075 - you should start in the year 2050 and put the speed on Cheetah). Alternatively you should build one or two solar power stations. Every so often add extra wind power and hydroelectric power.

Always build residential, commercial and industrial zones four squares wide. They can be any length, but make sure they're surrounded by road.

Remember to look regularly at what people say on the budget screen, and see what zones are needed on the graph in the tool menu. Neighbourhood watches are a good idea.

Do NOT use the 'Fund' cheat, as although it gives you money without creating an earthquake (sounds like Paul's Dad), it is a loan which you have to pay back with interest, so it'll get you into trouble eventually.

Once you have been given Arcologies, buy these instead of residential areas, as they take up very little space in proportion to the number of people they can house. Always equip them with their own wind power and water pumps.

Only buy stadiums, marinas and zoos when they are demanded (those whingeing residents). Often put down parks (large or small) when you are creating a lot of zones.



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Aladdin	12.95	Death Mask	12.95	Million Masterpieces									

SON *of Boggit*

Oooh, what a guy!

If someone had told me at the beginning of my quest that within six months I would be married, with three screaming children and another one on the way, I would never have believed them. Oh how life changes...



Check out this scene from the Intro to Valhalla - Before the War, speech adventure fans

Yes readers, it is true. Not only have I got married since we last spoke, but I've also been rather busy in the conjugal rites department. My "lovely" bride goes by the name of Esmerelda and I have her to thank for my rapid recuperation after I was found lost, starving and bedraggled in the warren of underground caves that her forgotten Boggit race call home.

It was Esmerelda's brother, Quasi, who rescued me from almost certain death, and Esmi (as I like to call her) was put in charge of the nursing duties 24 hours a day as soon as my limp body was deposited on the sickbed of the family home.

I didn't stay limp for long however, and no sooner was I fully recovered than Esmi announced to the world that she was going to have a little Boggit, and that I was the father.

Having just wormed my way into the affections of these kindly people, I found myself, as you might imagine, in a somewhat tricky situation. Realising that immense shame would be brought upon the family if something wasn't done quickly, it was decided that Esmerelda and I would have to be married forthwith to avoid any public embarrassment and scandal.

I was quite prepared to accept the vicious beating that was handed out by Esmi's outraged brother (and as vicious beatings go it was absolutely excellent I must admit), but the imminent wedding was something that didn't appeal to me at all.

Unfortunately there was no way out of the situation. Having just arrived in the Boggit community I had absolutely no idea how to get away, and I certainly didn't fancy spending the next 37 years of my life aimlessly wandering the impenetrable labyrinth of tunnels that had got me in this predicament in the first place. My only choice was to go through with the marriage and bide my time until there was a definite chance of escape.

I suppose it could have turned out a lot worse than it actually did to be honest. The actual wedding ceremony itself wasn't too bad - I got to meet lots of other Boggits and there was a mountain of presents (my particular favourite being the leech tank - complete with its own gaggle of leeches - which was presented to us by Esmi's uncle, who happens to be the only doctor in the Boggit commune). The wedding photographs came out quite well too, but the fact that I had been "feathered" by Esmi's brother only the day before meant that the severe facial injuries and crutches which I

Simon tries to sneak his way past the owl



You may not be the best looking lady in town, but I can still give you a whole lot of Larrylove

sported in each print would have to be explained away in dubious fashion to relatives and friends, every time the family album came out for a viewing.

So here I am now. Thanks to the amazingly swift reproductive talents of the Boggit race, I'm now three kids down the line with another one imminent. Without realising it I have fallen into the same trap as my father did before me. Hang on a minute! What am I doing here? My father is lying in a dank, dark dungeon somewhere and I am messing about playing happy families with a woman who looks like an overweight, hairy version of Bella Emberg.

I must escape from this hell, and I must escape from it soon. Well, after I've answered yet another batch of your gaming questions and queries that is.

I am here to serve.

Theme Park

I am at present plotting through Theme Park on the A1200, but every time I try to be crafty I always go "BANKRUPT". Please have you got any cheats for me (one with loads of cash would do). Cheers!!!!

Shaun Cunningham, Humberside

Yes Shaun I have got a cheat for you. Legend has it that if you press and hold down the C key whilst disk three is

loading, you will be rewarded with ridiculous amounts of cash for absolutely no reason at all.

How about that then? And I don't know what you mean by "trying to be crafty", but that sort of thing has never done me any good I can tell you.

Monkey Island

Please can you help? On Monkey Island (Secret Of) I can finish the three trials, buy a boat, get a crew, and set off to the island that the governor has been taken to, but I don't know what to do when I get on the island. I have searched the island and picked up a piece of rope, and I am at the bottom of a cliff but I can't get to it. I don't know what to do! Please can you help?

Oliver Lord, Rochdale

Well Oliver, it wouldn't be fair of me to give too much away, but try going back to the volcano (where you should have picked up the rope), and pick up the telescope too. Then push the cannon until the gunpowder comes out of it. Once you have picked this up, go to the mountain and climb it until you are directly in line with the Indian artifact. Now climb to the rocks and push the single rock which is on the edge. See how you get on from there Oliver. Good luck!

Leisure Suit Larry

I have been having trouble with the game Leisure Suit Larry for the A500. I wonder if you can help me by giving me some maps or telling me what to do.

Andrew Sykes, Morecambe

Short of going through the whole game with you Andrew, which thanks to my new family I now no longer have the time for, I can only suggest that you try and obtain a copy of Issue 58 of Amiga Action (June 1994), in which a full solution to the game featuring everyone's favourite lounge lizard was printed. If you still want more clues then I suggest that the Back Issues page of this month's magazine would be just about the best place to start your search.



SON of Boggit

Simon the Sorcerer

Q Please could you help me on Simon the Sorcerer? I'm in Rapunzel's castle and I've gone through the floor boards and opened the tomb with the mummy in. However, I can't get the staff off him. Please, please, please could you help me?

Mark Hollifield, Billingham

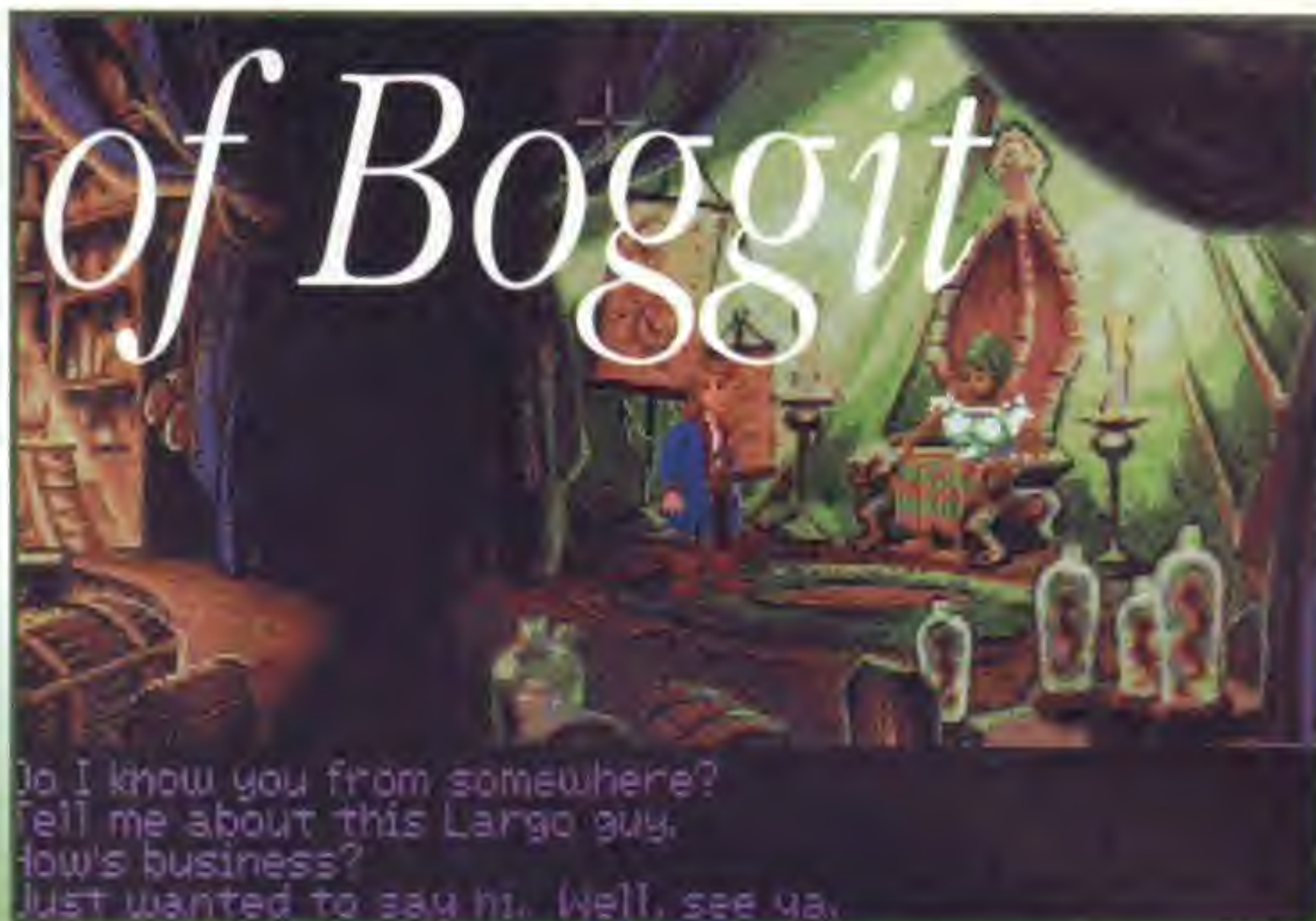
A Once you have opened the tomb you should be chased away by the mummy. It is then a simple matter of returning to the tomb, opening it again and picking up the loose bandages. If things have gone according to plan you should now be able to take the staff.

Monkey Island 2

Q I have been stuck on Monkey Island 2 for about two weeks over Christmas. I am on Part IV, Dinky Island. I have found the treasure and now I am in a load of tunnels. I know I have to get things to make a voodoo doll of LeChuck. I have LeChuck's pants, bogie and the skull I got from the first aid room. Do you know how to get the other parts for the voodoo doll? Please help me!

Edward Kirwin, Camberley

A I do indeed know how to get the other parts for the voodoo doll young man. First you will need to get a kewpie doll from the storeroom. Then you will need LeChuck's beard. This is a simple matter of using the elevator a couple of times until LeChuck appears. When the lift doors open and he tries to use the voodoo doll on you, use the lever and his beard will become caught in the doors. You can get the beard when the doors open again. Now



Looks a bit scary to me Guy? Are you sure you should be talking to this weirdo?

all you have to do is put the hanky, dad's skull, the beard, the doll and the underwear in the juju bag, and you'll have your very own powerful voodoo doll. Good eh?

Liberation

Q Here's a helpful tip for Liberation: If you can't find who just nicked something out of your hands, go and try to talk to everybody. If you come across someone who has a fist instead of an open hand, then he's your man.

David Clarke, Filey

A Why thank you very much David. I'm sure there are plenty of readers out there who will be grateful for that particular tip. What a kind soul you are.

Valhalla

Q Another Valhalla fan crying out for help: On Level One I cannot get past the

fourth guardian, and what am I to do with the three "orb keys"?

Daniel Anthony, Clacton on Sea

A I am assuming you are stuck with the blue-eyed guardian Daniel, and if that is the case, here's what you have to do. The parchment which you were given by the skull who asked for Remembrance should be placed on the Altar of Sadness. You will then be given the Spheres of Loyalty. Take these to the Water of Hope in the big room with all the cracks in the floor, and you will be given the blue crystal. This can be used to bypass the last guardian, allowing you to reach the fourth "orb key". Take all the orb keys to the large room to the right of the level where there is another guardian, and place each key on the relevant altars there which correspond to the points of the compass (place the key with N/W written on it on the altar at the top left and so on). The final guardian will disappear, and Level Two awaits.

Well, that's it for yet another month. Now it's time to hatch a dastardly plan of escape. Hopefully when I speak to you next, I will be well away from this underground Boggit world and hot on the trail of the mysterious Woonsocket diamonds.

Due to the large number of letters that the Son of Boggit receives every month, and the fact that his quest to free his father from imprisonment has taken him a long way away from his regular home in The Treehouse, he regrets that he is unable to enter into personal correspondence with any of his readers.

So, instead of spending 10p or whatever on a stamped addressed envelope, why not give it in charity instead?

Send your queries (and tips if you like) to:
Son of Boggit,
The Rucksack
c/o Amiga Action,
Media House,
Adlington Park,
Macclesfield, SK10 4NP



Who said anything about value for money? This is the entertainment business!

WIN AN A1200

WIN AIN A...

They aren't in the shops... you'll struggle getting one via mail order – in fact they've disappeared! What with all these Commodore shenanigans going on, the good old A1200 is a bit thin on the ground just now. But you can own one. Oh yes you can!

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Coming complete with a mouse, joysticks and the rest of the stuff you'd expect, this 1200 is surely a collector's item right now. And to win this fine piece of machinery all you have to do is think of an apt name for the re-vamped Commodore company. What will they call themselves? Do we really care? Well yes, we do actually, or at least we should. Our jobs are on

the line you know if the new company isn't a success, and a snappy title could be just as important as a new range of technologically advanced machinery. Well, you never know.

Obviously "Commodore" is out because that would be far too easy, and there wouldn't be any point to this competition, but just about anything else will do.

Obviously, Commodore didn't want to make it too easy, and there wouldn't be any point in that, but just about anything else will do.

Simply pop your special brainwave on the coupon below and send it to us at the appropriate address. You never know, we may even pass a few of the best efforts on to the new Commodore regime, and you might find that your entry becomes emblazoned across thousands, nay millions of gleaming new computery-type machines worldwide. Okay, so it's extremely unlikely, but stranger things have happened.

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2. Entries containing rubbish brainwaves will be automatically disqualified

3. But entries containing crisp banknotes will probably stand a better chance than most.

4. Oh, and David Pleasance can't enter either.

Win Win Win Win Win Win Win Win

Get a life!

We think computer gamers get a raw deal these days. Everyone thinks that all you lot do all day is sit staring at a screen playing some childish game or other, and to be honest, in most cases we tend to agree. That's what this bit is all about. An attempt to broaden the horizons of our blander readers by letting them know that there is a life outside computers. Whether they choose to experience it or not is up to them.



Wayne's World 2

To buy - £10.99 Cert. 12

Join Wayne and Garth as they catch-phrase their way around Loserville USA (Aurora) once more in a determined bid to stage a charity concert at which they hope to persuade their fave band of rocksters, Aerosmith, to appear. Unlike the original Wayne's World, (which in retrospect isn't really as funny as it seemed at the time), there's a sort of halfway decent plot thrown in this time for good measure. This mainly involves Wayne's vivid dreams where a half naked Indian bloke takes him into the desert to meet and converse with a somewhat dazed and confused Jim Morrison (of The Doors fame).

As well as the main storyline there are several other sideplots to follow, and watch out for some excellent cameo performances from Christopher Walken as the suited-up baddy with an eye for Wayne's girlfriend Cassandra (Tia Carrerra), and Kim Basinger as the ridiculously named Honey Hornée who turns Garth into a would-be killer.

Wayne's World 2 is well worth a butcher's, and it's a lot funnier than the first one.



Star Trek The Next Generation Interactive Video Board Game

Board games are undergoing something of a revolution these days, with interactive video versions proving extremely popular. They are

basically a traditional game played against a clock governed by an accompanying video cassette. The video sets the scene for the game, informing you that the only people on board the USS Enterprise are a repair crew consisting of you and whoever else is playing the game with you.

You watch as the scene unfolds and a Klingon Warrior, who has had enough of peace between the Federation and his homeland, steals the Enterprise with the intention of starting a new war.

Each game lasts for 60 minutes with the players rolling the dice and moving around while the video shows the Enterprise speeding through space towards its destination with a clock in the bottom corner counting down the game time. Every so often the Klingon hijacker pops up on the screen and bellows out some orders to the players, at which point you must stop whatever you're doing and carry out his instructions.

You may think that the inclusion of a video limits the amount of times you can play, but it works surprisingly well and each game is different from the last. This is extremely involving due to the interactive nature of the video, and looks to be the way forward for what has long been one of the nation's favourite pastimes.





Boggle

OK, so maybe word games aren't the most stylish way to inject some culture into your life, but they are good fun and demand a wide and varied vocabulary. They could also loosely be construed as educational. Boggle is not as well known as say Scrabble, but that's not to say it isn't just as much fun.

The setup is a bit different, but the need to make words out of a series of randomly generated letters remains the same. Boggle calls for you to shake up 16 lettered dice and then make as many words as you can from the letters which are face up inside a strict three minute time period.

As many players as you can muster can take part, although if your word skills are anything like ours turned out to be, your best chance of winning will rely on you inviting a group of dyslexic three-year-olds around for a game.

Still, we're sure your grasp of the English language is better than ours - after all we have no call for a good vocabulary in our line of work. Oh no.



Trivial Pursuit TV Edition

This one got the whole team round for a game. Anyone who struggles on particular subjects in the full version of Trivial Pursuit, but is a bit of a TV buff, will find this latest spin-off the ideal solution. You can now amaze your friends and family with your knowledge of television from times both recent and long gone.

Engage in reminiscences about classic period dramas, roar with laughter at side-splitting memories of Morecambe and Wise, and cry floods of tears when you remember particularly poignant episodes of Lassie. They're all in here, and during the course of a game many of them will come out. Anyone who's played Trivial Pursuit will know that if the players are anything short of genius level the game will take quite some time, very often lasting the whole evening.

This game is not far short of a national institution these days, with new versions coming out at regular intervals, all adding to the enormous fortune that its creators are amassing - even they admit it's a simple idea that took them less than an hour to draw up. So, why not do yourself a favour and add to their massive pot of gold by nipping out to the shop and buying yourself a copy of this classic.



True Lies

Released to rent in Feb
Cert. 15

This month's 'AA Choice' vid to rent is the Arnie-starring True Lies, and it's familiar territory for the first non-English speaking Presidential candidate. The heavily accented one is international spy and special agent Harry Tasker, the best in the business, said business being largely based around maiming people and blowing things up.

His wife (Jamie Lee Curtis) is blissfully ignorant of her spouse's profession, believing him to be a humble salesman, a deception that tends to fall apart when Harry spends days away from home on top secret missions. So, suspecting him of having an affair, she sets about having one of her own.

All of this is merely a backdrop to the inevitable get-the-baddies-and-save-the-goodies action sequences that Schwarzenegger and director James Cameron do so well together, the action in this case taking place largely on and along the sunny Florida Keys (they actually bought a bridge and blew it up - none of that studio effects rubbish here)! If Shadowlands and The Piano are your cup of tea then there's no joy here, but for actions fans everywhere this is... well, Arnie.



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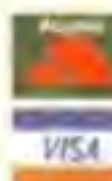
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BACK ISSUES



ISSUE 60 AUGUST '94

Cover - World Cup Football Games.

Coverdisk - Wembley International Soccer, D-Day, Goochy Cricket, Tic Tac Toe, Sensible Massacre, Missile Command, Simon.

Features - MysterX Part 5, ATR.

Reviews - Banshee, Bubble & Squeak, Bump 'n' Burn, Cliffhanger, D-Day, Dracula, Elmania, Frontier CD32, Impossible Mission CD32, Heimdall 2 CD32, Crash Dummies, International Sensi, Kick Off 3, Last Action Hero, Naughty Ones CD32, Out to Lunch, Quik the Thunder Rabbit, U.F.O., Wembley Soccer.

GTGAs - Son Of Boggit returns, Valhalla.



ISSUE 61 SEPTEMBER '94

Cover - Pinkie

Coverdisk - Impossible Mission 2025, Mine Runner, Drelas, Cardz, Dynamite Warriors, Fleuch, Fatal Mission.

Features - Pinball Illusions, ATR, Vulcan Software, Senseless Things (but don't buy the mag on the strength of this).

Reviews - Battleboats, Beavers CD32, Chuck Rock II CD32, International Soccer, Soccer Star, Tactical Manager, Test Match Cricket, Theme Park, Total Carnage CD32, Ryder Cup CD32, Vital Light, Wild Cup Soccer.

GTGAs - U.F.O. pt1, Heimdall 2 pt1, K240, Out To Lunch, Son of Boggit.



ISSUE 62 OCTOBER '94

Cover - Bloody great disk-fest.

Coverdisk - Putty Squad, Vital light, World Tour & 21 full PD games.

Features - Pinball Illusions pt2, Public Domain, Diary of a Work Experience Kid.

Reviews - Banshee CD32, Ishar 3, Kid Chaos, On The Ball: World Cup Edition, Out to Lunch CD32, Putty Squad, Quik CD32, Ruff 'n' Tumble, Starlord, Superfrag CD32, Universe, World Cup USA '94.

GTGAs - U.F.O. pt2, Heimdall 2 pt2, Valhalla pt2, Theme Park, Jello man.



ISSUE 63 NOVEMBER '94

Cover - Dreamweb.

Coverdisk - Valhalla & the Lord of Action, Kid Chaos, Exclusive Assassins disk.

Features - ECTS Report (with a picture of Paul's bum), Ryan's Diary Pt 1 (with a bob intro).

Reviews - Detroit, Dreamweb, Jetstrike CD32, Liti Divil CD32, Simon the Sorcerer CD32, Soccer Kid CD32, Tactical Manager Italia, The Clue, Top Gear 2, Clockwise, Their Finest Hour, Winter Gold.

GTGAs - Monkey Island 2, Valhalla Pt3, Son of Boggit.



ISSUE 64 DECEMBER '94

Cover - Skeleton Krew

Coverdisk - Tactical Manager Italia, Dreamweb, Charlie J Cool, Ace the Space Case

Features - Caught in the Net (Internet), Legend: Work in Progress

Reviews - Bubble Gun, Burntime, Cannon Fodder CD32, Charlie J Cool, Club Football, Darkseed CD32, Embryo, Fields of Glory, Football Glory, Rise of the Robots, Skeleton Krew, Rugby League Coach and many more

GTGAs - Universe, Ishar 3, Robinson's Requiem



ISSUE 65 XMAS '94

Cover - 4 DISK EXTRAVAGANZA!

Coverdisk - Skeleton Krew, Sensible Moon of Soccer, Bubble Gun, Fruit Mania, Sound the Space Cadet, 1000's of tips & cheats

Features - Caught in the Net Pt 2 (Internet), Out of Sync (Danny Flynn - Artist), Making of Primal Rage

Reviews - Aladdin, Alien Breed - Tower Assault, Super Stardust, Zeewolf, FIFA Soccer, Lords of the Realm, Mr. Blobby, Pinball Illusions, Sim City 2000, Subwar 2050, Premier Manager 3 & many more!

GTGAs - Universe Pt 2, Darkseed CD32



ISSUE 66 JANUARY '95

Cover - Shadow Fighter

Coverdisk - Shadow Fighter, Premier Manager 3, Mortal Kombat offer

Features - Caught in the Net Pt 3 (Internet), At the End of the Day (Premier Manager 3)

Reviews - Bloodnet, Cannon Fodder 2, Jungle Strike, Lion King, Mortal Kombat II, Overlord, Reunion, Roadkill, Sensible World of Soccer, Shadow Fighter, Valhalla: Before the War, Tower Assault CD32, Fields of Glory CD32, Bump 'n' Burn CD32 + many more!

GTGAs - Ishar 3 Pt 3, Robinson's Requiem Pt 2



ISSUE 67 FEBRUARY '95

Cover - ATR

Coverdisk - ATR, Base Jumpers, Exclusive Shoot'em-up Special

Features - World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey

Reviews - All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu

GTGAs - Mortal Kombat II Special Moves (death moves, friendship moves & babalities), Robinson's Requiem Pt. 3, Reunion

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Fruitmania

Right, it looks as though the last of the claims have been made, with the totaliser now standing at a several-years'-salary-like £16,420.05. Thank you all very much for joining in our fun. Lordy...

Caps lock

Dear AA,
In issue 67 you complained about Dennis White's spelling in his long-winded letter about something he should have thrown back at his wife when she handed it to him (as he knew the quality of it was not equal to the quality of that which he controls... or so he thinks). But I think you should not have complained so much about his spelling and grammar, because this caused me to take up my magnifying glass to see this bad use of English.

The thing was, I was surprised because I thought the mistake in the printed letter was just something that had been in the original, but no – this mistake was not there. If you want to know what I mean just read the printed version of the letter, remembering that you always start a sentence with a capital, and that 'I', as in 'me' should be capital too.

All that is left to be said is I really enjoy your mag and wait eagerly for the next copy to come through the door (I am a subscriber).

Yours, grumbling at first but then commending you,
Nicholas DeCourcy, Ilford, Essex

Oops.

It's out!

Dear Paul,
With reference to the letter from B. Robson in issue 67, he may be interested to hear that Loom has been re-released with four more games on the 'LucasArts Classic Collection – Adventure' compilation, and that Plan 9 From Outer Space is being sold by Wizard Games, who can be found in the magazine. I hope that helps!

Talking of mag advertisements, both Software First and Premier Mail Order have Jack The Ripper in stock and available to buy – not bad for a game which, "As far as we know, has never been released."
Stuart N. Hardy, Sheffield

"Hello, Software First."

"Hiya, I'm after Jack the Ripper for the Amiga. You don't have it in stock do you?"

"Just hang on a sec... [pause]... no, sorry, don't even have a listing for it."

"OK, never mind, bye."

And...

"Hello, Premier."

"Hiya, I'm after Jack the Ripper for the Amiga. You don't have it in stock do you?"

"No – hasn't been released yet."

"OK, never mind, bye."

Blimey eh? But I know where you're coming from.

No justice

Dear Sir,
I recently read that letter in AA in which veteran letter writer Stuart N. Hardy said how the terrain plays very little part in Fields of Glory by MicroProse.

While I can appreciate how this may deter experienced wargamers who have spent years playing the hex-based boardgames and tabletop miniature battles etc, I think most of his criticism was unjustified. The game as it stands is extremely quick and easy to play, ensuring that novices to this genre (myself included) will have no difficulty in picking it up.

It has given me an interest in the period and I am sure to look twice now at future wargames before giving them the 'No thanks' and ignoring them on the shop shelves in favour of the latest arcade blast. I wonder how many would-be followers it has converted to the cause!

Therefore even Mr. Hardy must admit that MicroProse deserve some credit for releasing this great game (even if he himself does not enjoy it), simply because it has brought at least one new fan to this type of game. Surely that's not a bad thing is it? Besides, the terrain isn't

everything. Just look at chess, one of the oldest and most famous of all strategy games – this uses absolutely no terrain at all yet still manages to captivate generations of game players.

Yours faithfully,
David O'Connor, Dinnington

Helping hand

Dear Amiga Action,
I would be grateful if you could answer these few questions:

1. Are there going to be any more games to do with Indycar racing on the Amiga?
 2. Is there going to be a game to do with touring car racing on the Amiga?
 3. Is Rally being released on the A1200?
 4. Why is Amiga Action so brilliant?
- Matthew Fryers, Chorlton, Manchester*

1. No.
2. Nope.
3. Nosirree Bob.
4. It isn't – I mean er, oh, too many reasons to list. Yes, that's it.

Fighting back

Dear AA,
I'm retaliating (sorry if it's spelt wrong) [It was, horrendously, but we fixed it up – Phonetics Ed] to the letter from the git Nicholas DeCourcy from Ilford [from a few months ago, but we're too lazy to look it up – Post-Christmas Blues Ed]. In his letter he was drivelling on that we should fight for Amiga rights etc, and that in his school people fall about laughing when he mentions the words, "I've got an Amiga". In my school people fall at my feet when I mention that I've got one. We don't need to defend the Amiga's rights when all the time it is way up there with all the hi-tech consoles. I just think he must go to a pretty weird school, that's all.

B. Maguire, Nowhere-near-Nicholas-DeCourcy [apparently]

I think you must both go to pretty weird schools. Stop talking about computers and have a nice game of conkers and a fag.

Who's he?

Dear AA,
In issue 66 [actually it was issue 67] you had a letter from musician Steve Jacquar of Coventry, and this poor deluded creature seemed to think that merely uttering his name to a random Greek will get you treated like a lord.

The guy's probably mad (like, he's always in the charts), but me and three friends are going to Kos at the beginning of April and want to put his theory to the test.

This is just to let him know that if we end up looking stupid, we'll be after his blood, and what passes for his career will be over for good.

So Steve, if it was a lie, write in and tell Amiga Action now before it's too late.

With love,
Tricia Donald, Chester

Put me in!

Dear AA,
I have a complaint, but it's only a small one [I usually find it's someone else who complains about that – Definitely Not Paul].

Three times now I've sent in reader reviews to you, and not once have I had them published.

Don't tell me you don't have the space because other people have had more than one review in the mag.

I don't know, I toil day and bloody night in an attempt to inject my own special humour in the mag, and what do I get for my pains? Nothing!

It's enough to break my heart, so come on, give me a chance. I can write, and everything.
Roger Carnal, High Wycombe, Bucks

The problem with your reviews Roger – and yes, I've got about five in front of me now – is that they're for games that we can't get screenshots of. I mean, let me list these: Silver Blades, Chuck Yeager, Swords and Galleons... need I go on? We've got a big cupboard but it isn't bottomless! Send us a nice review of MKII and we'll be happy to oblige. You don't think we'd readily pass up the chance to feature someone by the name of Carnal do you?

Talkback

► Serious trouble

Greetings AA,
I'm writing to get a few things off my chest. I've had my A1200 for a little over a year, and since the summer I have on average bought two games a week. My collection now stands at over 50, but I have never pirated or received pirated goods, I'm glad to say. I've spent over £1000 on games so far, and feel if Amiga owners pulled themselves together and completely rejected pirates, the computer would then soar above consoles and PCs, probably not technically but in ownership and software sales. I think that Commodore's big mistake was making too many different models of Amiga.

Another thing – from reading the letters in Talkback it seems that people are taking computer games far too seriously, arguing that the Amiga is better or worse than consoles etc.

You should be happy with what you have. Amiga games are half the price of those for consoles, and you have a much bigger selection. Can you explain why a major computer game shop (Game) sells full price games at a tenner? – Soccer Kid, Out to Lunch, MKII and more?

Lastly, please tell me, 'cos I'm not up on technology, and I'm sure your readers will appreciate it – is the A1200 better than the SNES/MegaDrive?

Keith Fay, Dublin

Amen to the too seriously comment, though it seems strange coming from a guy who buys two games a week. And yes, Commodore's big mistake was making too many Amigas. (Their smaller ones include not making any at all).

About the A1200 Vs consoles, well, you said it yourself Keith – be happy with what you have. Oh, and the Amiga is way above the consoles and PC in terms of software sold – it accounted for well over 50% of all games sold during the Christmas period, which is a great big Blimey as far as I'm concerned.

Kiki Dee

To Amiga Action,
My name is Firass Kiki from Syria, 20 years old. I have Amiga 600 and Amiga 1200 plus. If you please I want you to send me some

information about (joysticks) and some picture of it and the price in Syrians pounds or dollars. Notes: I am very good player in Sensible Soccer (professional), and I wish to enjoy World Cup of Sensible Soccer in 1995. Please tell me if you want to do it or not.
Happy New Year,
Firass Kiki, Damascus

The first person to make any sense at all of this wins five games from the now-legendary cupboard.

It's a treat!

Yo Action,
I've never been one to complain, but feel I must opine upon the readership of AA, and how lucky the majority of you are!

You whine about software coming out late after months of hype, but hey, at least you have some Amiga software over there.

Do you know how many shops in Boston stock Amiga games? I'll give you a clue – it's less than one! Yes, in order to get my hands on, say, Lemmings 2, I either have to trek the 100-some miles to Maine, or wait for around a month while the product comes via mail.

But do I complain? No I do not! I mean, here I am now, poring over my Dad's PC writing this, looking forward to finishing so that I can load up my latest acquisition, the newly available Nick Faldo's Golf!

No doubt after going a few rounds with the British champion I'll re-read the latest copy of AA that I bought – the October issue! (I'm writing this on January 3). Think yourselves lucky you Brits – the USA can put a man on the moon, boast the biggest and the best of just about everything, but can we import a computer magazine in less than three months? Indeed not. We are the third world of Amigadom –
Ross Kilrea, Boston, Mass.

Sorry readers, I thought Ross's letter was more entertaining than that when I began typing it in...

Fury of the furries

Dear AA,
In a recent issue of Amiga Action [63, actually], one of the reviewers had cause to mention 'long-haired

Star Letter

Un-SWOS

Dear Paul,

After reading your review of Sensible World of Soccer, plus another similarly ecstatic response from one of your competitors, and bearing in mind the quality of Sensible Soccer and other Renegade/Sensible offerings [er, such as...], I immediately rushed out and bought the game.

A fortnight or so later, having played the game fairly exhaustively, I read your review again and was left wondering whether or not I had bought the right game, or if my copy had been craftily sabotaged by a ruthless Sensible Software employee. I thought a review was meant to be an unbiased analysis of a game's strong and weak points in the light of standards set by other games in the genre – a judgement on how enjoyable it was. Or something like that. your (admittedly amusing) review ran like some torrent of praise heaped upon an item of perfection. 'Press release from the company involved' is another phrase which comes to mind.

In terms of playing the actual game, I am inclined to agree with you that SWOS takes some beating. The huge number of teams and DIY tournament option in particular stick the figurative two fingers up at most of its competition in this area, and are well worthy of a 95% rating. However, the career management option cannot even be ranked close to this in terms of quality. It contains several irritating minor flaws (which may be down to me being over-expectant), and one major fault which no magazine reviewer or anyone at Sensible seems to have noticed. Compared to management simulations such as the Premier and Championship Manager series', this part of SWOS comes a very poor second.

For a start, the squads you are given are ludicrously small. All top teams would have larger squads that could be supplemented with youth players. The risks of suspension and injury are suspiciously high, and yet you must pick a squad of 14 from only 16 or 17 players for every game.

For European games you are required to select 16 players, exacerbating the problem, and this is where the major flaw arises. If, often through no fault of your own, you are deprived of as few as two players through injury or suspension, and thus cannot field a full team with substitutes, then you are stuck. You are likely only to realise this problem when you get to the team selection screen, when the only option is to play the game, which the software will simply not let you do if you can't pick a full team. All you can do is be content with swapping between the Edit Tactics and Team Selection screens for eternity, or alternatively reset your machine. This happened to me when I had reached the European Cup quarter finals, League Cup semis and was well clear at the top of the Premiership. I also hadn't saved my game since the beginning of that season. 95% enjoyment? 99% pissed off more like!

A variant on this difficulty is when your goalkeeper gets injured and you have no third keeper to replace your reserve on the bench. The game's not interested in having a player from a different position act as sub, and yes, it's Ctrl-A-A time again, with all the inherent cursing and threats of violence. I can hardly believe these are rare problems as I've encountered them both in less than seven career seasons. There is little you can do to prevent them

losers who spend most of their time listening to devil-rock and dreaming about shampoo', as if everyone with such hair was some sort of geek.

How dare you! I really don't see that it is any of your business how long I, personally, choose to wear my hair.

Greg Dowel, Argyle

Lighten up Greg.

**Throw your knick
Amiga Action, M
Macclesfield, SK
on fax no: 0625**

other than carefully saving the game constantly, or buying loads of cheap, rubbishy players to increase your squad size. This is hardly the route to success.

Next gripe is valuations. They're the only method available of ascertaining a player's qualities, and they are ridiculously determined. For example, Andy Cole playing up front for my team scores 56 goals one season and has 40 two-thirds through the next before the game abruptly ends as above. His valuation begins at £4.5M, yet had slipped to £1.9M the last time I saw it. However, Alan Shearer, who musters a measly 19 goals one season and doesn't make the highest scorers chart the next, retains a rating of £9M throughout the game. Hmm. My defenders and goalkeeper also held their value despite being statistically one of the worst in England.

And it isn't just on valuations that other teams have a clear advantage over your own. None of their players ever get injured or suspended, despite regularly fouling and being fouled themselves, which often means that while you are forced to persist using a variety of on-loan donkeys and players out of position for your team, they can always play their first choice selection. Added to the fact that there is no interaction on the transfer market between clubs other than your own, it hardly gives a realistic feel.

The much heralded financial aspect of the game is also generally a pain, although the ability to part exchange players is a great innovation. The programmers seem to have been very keen to include all the costs they possibly could in the weekly figures, yet on a week to week basis the club only gets income from gate receipts. Commercial activities, TV rights and sponsorship only figure at the end of the season. This means that even a big, successful club can face millions of pounds of debts by the end of the season despite showing a fair degree of caution in the transfer market.

Maybe I was expecting too much from the financial aspect of this game, wanting a Championship Manager-quality management game with all its realism mixed perfectly with a Sensible Soccer action element. If this was not what Sensible Software were aiming for then my minor criticisms become invalid, but the attention to detail in squad and competition data suggests realism was indeed a target.

If I expected near perfection, then the reviews written by yourself and others were the culprit. In a crowded genre in which I already own many games, your review and others clearly trumpeted this as the definitive action and simulation football game, making no clear criticisms whatsoever in your and CU Amiga's case. I find it hard to believe that I am alone in the opinion that it is the former but certainly not the latter. I think your review did a disservice to your readers who, like me, went out and bought something, and in doing so did not get what they expected.

I reckon that either Sensible Software were a bit too generous with their Christmas presents, or you reviewed the game through a thick pair of rose-tinted glasses, dreamily reminiscing about Sensible's past glories and how they could not possibly go wrong with this game!

Cheers for listening, although I'll be surprised if you have all the way through! More rambling than the National Hiking Association, that's me!

Paul Turner, Abbots Langley, Herts

Hello? Is anyone still there? Right, I'll just pick up on one or two things for now. I didn't make any clear criticisms of SWOS because I couldn't find anything that was irrelevant, badly programmed or ill-conceived, and in almost two seasons I've never been short of players, and so have never encountered the Ctrl-A-A problem you described.

Anyway, I'm willing to put it to the test: Has anyone else got a problem with SWOS? Send your letters to the usual address, and mark them 'SWOS or Dross?'. Oh, and try and keep them some way short of novella length.

ers at: Paul Roundell, Talkback,
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10 4NP. You can also reach us
876669

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Super Leagues

Yes, they're here once more, those fun-loving and excitement-filled pages that have come to mean so much to our loyal band of readers. Oh the absolute joy!

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- 72 ARMALYTE**
Thalamus
- 73 OPERATION WOLF**
Ocean
- 74 SHADOW DANCER**
US Gold
- 75 SUPER SPACE INVADERS**
Domark
- 76 LINE OF FIRE**
US Gold
- 77 XENON**
Renegade
- 78 MONTY PYTHON**
Virgin
- 79 TERMINATOR 2**
Ocean
- 80 SUPER SKWEEK**
Loricel
- 81 BATTLESTORM**
Ubisoft
- 82 ROBOCOP 2**
Ocean
- 83 AGONY**
Psygnosis
- 84 STARUSH**
Ubisoft
- 85 MERCS**
US Gold
- 86 BAAL**
Unknown
- 87 CAVITAS**
Unknown
- 88 ALIEN STORM**
US Gold
- 89 WARLOCK THE AVENGER**
Millennium
- 90 CARDIAXX**
Electronic Zoo/Team 17
- 91 TOTAL CARNAGE**
ICE
- 92 WESTPHASER**
Loricel
- 93 FIRE AND FORGET**
Titus
- 94 STARRAY**
Logotron
- 95 PREDATOR II**
Mirrorsoft
- 96 GHOST BATTLE**
Thalion
- 97 FRENETIC**
Audiogenic
- 98 THE SPY WHO LOVED ME**
Domark
- 99 TOTAL RECALL**
Ocean
- 100 UNDER PRESSURE**
Electronic Zoo

Sports Simulation

- 1 SENSIBLE WORLD OF SOCCER**
Renegade
- 2 FOOTBALL GLORY**
Kompact
- 3 SENSIBLE SOCCER**
Renegade
- 4 GOAL**
Virgin
- 5 SPEEDBALL 2**
Renegade
- 6 PRO TENNIS TOUR 2**
Ubi Soft
- 7 MAN UTD LEAGUE CHAMPS**
Krysalis

Super Leagues

- 8 **PGA EUROTOUR**
Ocean
- 9 **PREMIER MANAGER 3**
Gremlin
- 10 **JOHN MADDEN**
Electronic Arts
- 11 **PGA TOUR GOLF + Data Disk**
Electronic Arts
- 12 **PREMIER MANAGER 2**
Gremlin
- 13 **GRAHAM GOOCH CRICKET**
Audiogenic
- 14 **PREMIER MANAGER**
Gremlin
- 15 **MICROPROSE GOLF**
MicroProse
- 16 **ON THE BALL**
Daze
- 17 **WORLD CLASS RUGBY**
Audiogenic
- 18 **BRUTAL SPORTS FOOTBALL**
Millennium



- 19 **WINTER OLYMPICS**
U.S. Gold
- 20 **EUROPEAN CHAMPIONS**
Ocean
- 21 **PLAYER MANAGER**
Anco
- 22 **WILD CUP SOCCER**
Millennium
- 23 **SPEEDBALL**
Renegade
- 24 **JIMMY WHITE'S SNOOKER**
Virgin
- 25 **ARCHER MACLEAN'S POOL**
Virgin
- 26 **WORLD CLASS LEADERBOARD**
US Gold
- 27 **SIERRA SOCCER**
Sierra (obviously)
- 28 **ARCADE POOL**
Team 17
- 29 **LINKS**
US Gold
- 30 **TEST MATCH CRICKET**
Challenge
- 31 **THE MANAGER**
US Gold
- 32 **GAMES: SUMMER EDITION**
US Gold
- 33 **CHAMP MANAGER '93**
Domark
- 34 **AMERICAN GLADIATORS**
Gametek
- 35 **NICK FALDO'S CHAMP GOLF**
Grandslam
- 36 **CHAMPIONSHIP MANAGER**
Domark
- 37 **KICK OFF 2**
Anco
- 38 **FIFA SOCCER**
Electronic Arts
- 39 **TENNIS CUP**
Loricel
- 40 **TV SPORTS FOOTBALL**
Mindscape
- 41 **CALIFORNIA GAMES**
US Gold
- 42 **WEMBLEY RUGBY LEAGUE**
Audiogenic
- 43 **STRIKER**
Rage
- 44 **PRO TENNIS TOUR**
Ubi Soft

- 45 **JAHANGIR KHAN SQUASH**
Krisalis
- 46 **GRAHAM TAYLOR'S**
Krisalis
- 47 **RBI 2 BASEBALL**
Mindscape
- 48 **DISC**
Loricel
- 49 **THE AQUATIC GAMES**
Millennium
- 50 **TV SPORTS BASKETBALL**
Mindscape
- 51 **SUPER SPORT CHALLENGE**
Daze
- 52 **RYDER CUP**
Ocean
- 53 **TENNIS CUP 2**
Loricel
- 54 **SOCCER STAR**
B.U.B.
- 55 **LIVERPOOL**
Grandslam
- 56 **WINTER SUPERSPORTS '92**
Flair
- 57 **J BARNES EURO FOOTBALL**
Krisalis
- 58 **ZANY GOLF**
Ubisoft
- 59 **EURO SOCCER**
Flair
- 60 **MAN UNITED - EUROPE**
Krisalis
- 61 **TV SPORTS BASEBALL**
Mindscape
- 62 **FIENDISH FREDDY**
Tynesoft
- 63 **INTERNATIONAL SPORTS**
Empire
- 64 **MASTER BLAZER**
Rainbow Arts
- 65 **TIP OFF**
Anco
- 66 **EUROPEAN FOOTBALL CHAMP**
Krisalis
- 67 **WAYNE GRETZKY HOCKEY 2**
Bethesda
- 68 **TACTICAL MANAGER**
Kompert
- 69 **MICROPROSE SOCCER**
MicroProse
- 70 **INTERNATIONAL SOCCER**
MicroProse
- 71 **SUPERSKI 2**
MicroProse
- 72 **WORLD CUP USA '94**
US Gold
- 73 **THE CARL LEWIS CHALLENGE**
Psygnosis
- 74 **CALIFORNIA GAMES II**
US Gold
- 75 **MEGA SPORTS**
Ubisoft
- 76 **GRAND MONSTER SLAM**
Rainbow Arts
- 77 **WORLD GAMES**
US Gold
- 78 **PROJECTILE**
Electronic Arts
- 79 **PURPLE SATURN DAY**
Infogrames
- 80 **ADVANTAGE TENNIS**
Ubisoft
- 81 **EMPIRE SOCCER**
Empire
- 82 **WWF WRESTLEMANIA**
Ocean
- 83 **STORMBALL**
Millennium
- 84 **ITALY 1990**
US Gold
- 85 **FACE OFF ICE HOCKEY**
Krisalis
- 86 **BILLIARDS II**
Infogrames
- 87 **REBEL RACER**
Unknown

- 88 **I PLAY 3D SOCCER**
I-Play
- 89 **WORLD CHAMP SOCCER**
Unknown
- 90 **STEVE DAVIS SNOOKER**
CDS
- 91 **FOOTBALL MANAGER 2**
Addictive
- 92 **JACK NICKLAUS GOLF**
Gremlin
- 93 **FOOTBALLER OF THE YEAR 2**
Gremlin
- 94 **3D TENNIS**
Unknown
- 95 **WILD WHEELS**
Ocean
- 96 **RUGBY/THE WORLD CUP**
Infogrames
- 97 **RUGBY LEAGUE COACH**
Audiogenic
- 98 **SUPER LEAGUE MANAGER**
Unknown
- 99 **EUROPEAN SUPERLEAGUE**
Unknown
- 100 **TOURNAMENT GOLF**
Unknown

Flight Simulation

- 1 **REACH FOR THE SKIES**
Virgin
- 2 **FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 **GUNSHIP 2000**
MicroProse



- 4 **FALCON & MISSION** Disks 1 & 2
Mirrorsoft
- 5 **TORNADO**
Digital Integration
- 6 **F117A**
MicroProse
- 7 **COMBAT AIR PATROL**
Psygnosis
- 8 **B17 FLYING FORTRESS**
MicroProse
- 9 **OVERLORD**
Virgin
- 10 **DOGFIGHT**
MicroProse
- 11 **THUNDERHAWK**
Core Design
- 12 **F-19 STEALTH FIGHTER**
MicroProse
- 13 **THEIR FINEST HOUR + Data Disk**
Lucasfilm
- 14 **F-16 COMBAT PILOT**
Digital Integration
- 15 **A320 AIRBUS USA**
Thalion
- 16 **BATTLEHAWKS 1942**
Lucasfilm
- 17 **FIGHTER BOMBER**
Activision
- 18 **A320 AIRBUS**
Thalion
- 19 **A-10 TANK KILLER V1.5**
Sierra
- 20 **GUNSHIP**
MicroProse
- 21 **BIRDS OF PREY**
Electronic Arts
- 22 **EMBRYO**
Kompert

- 23 **SHUTTLE**
Virgin
- 24 **PROFLIGHT**
Hi Soft
- 25 **INTERCEPTOR**
Unknown
- 26 **FLIGHT SIMULATOR 2**
Sublogic
- 27 **KNIGHTS OF THE SKY**
MicroProse
- 28 **MIG-29M SUPER FULCRUM**
Domark
- 29 **F-29 RETALIATOR**
Ocean
- 30 **F-15 STRIKE EAGLE II**
MicroProse
- 31 **A-10 TANK KILLER**
Sierra
- 32 **MIG-29 FULCRUM**
Domark
- 33 **TOWER FRA**
Unknown
- 34 **WINGS**
Cinemaware
- 35 **SKYCHASE**
MicroProse
- 36 **F-15 STRIKE EAGLE**
MicroProse
- 37 **ATF II**
Digital Integration
- 38 **FIGHTER DUEL PRO**
Jaeger Software
- 39 **CHUCK YEAGER**
Electronic Arts
- 40 **RED BARON**
Dynamix

Racing

- 1 **SKIDMARKS**
Acid Software
- 2 **LOTUS ESPRIT TURBO CHALL**
Gremlin
- 3 **BUMP N BURN**
Grandslam
- 4 **FORMULA ONE GRAND PRIX**
MicroProse
- 5 **SUPERCARS 2**
Gremlin
- 6 **ROADKILL**
Acid Software
- 7 **LOTUS TURBO CHALLENGE II**
Gremlin
- 8 **ATR**
Team 17
- 9 **POWERDRIVE**
US Gold
- 10 **OVERDRIVE**
Team 17
- 11 **STUNT CAR RACER**
MicroStyle
- 12 **NO SECOND PRIZE**
Thalion
- 13 **NITRO**
Psygnosis
- 14 **LOTUS III**
Gremlin
- 15 **LAMBORGHINI**
Titus
- 16 **F17 CHALLENGE**
Team 17
- 17 **MICRO MACHINES**
CodeMasters
- 18 **JAGUAR XJ220**
Core Design
- 19 **TOP GEAR 2**
Gremlin
- 20 **HARLEY DAVIDSON**
Mindscape
- 21 **F1**
Domark
- 22 **VROOM**
Unknown

23 BILL ELLIOT'S NASCAR

GameTek

24 CRAZY CARS 3

Titus

25 INDIANAPOLIS 500

Electronic Arts

26 NIGEL MANSELL

Gremlin

27 SUPER MONACO GP

US Gold

28 TEST DRIVE 2

Accolade

29 TOYOTA RALLY

Gremlin

30 COMBO RACER

Gremlin

31 SUPER OFF ROAD RACER

Virgin

32 SUPER CARS

Gremlin

33 TEAM SUZUKI

Gremlin

34 LOMBARD RAC RALLY

Mandarin

35 SUPER HANG-ON

Activision

36 JUPITER'S MASTERDRIVE

Ubi Soft

37 RVF HONDA

MicroStyle

38 INDY HEAT

The Sales Curve

39 PSYBORG

Loriciel

40 4D SPORTS DRIVING

Mindscape

41 OUTRUN EUROPA

US Gold

42 HARD DRIVIN' II

Domark

43 ROAD RASH

Electronic Arts

**44 GRAND PRIX CIRCUIT**

Unknown

45 TURBO OUTRUN

US Gold

46 HARD DRIVIN'

Domark

47 BADLANDS

Domark

48 PRIME MOVER

Psygnosis

49 THE CYCLES

Ubisoft

50 CHASE HQ II

Ocean

51 POWERDROME

Ubisoft

52 OVERLANDER

Elite

53 TEST DRIVE

Accolade

54 BURNING RUBBER

Ocean

55 RED ZONE

Psygnosis

56 CISCO HEAT

Mirrorsoft

57 RACE DRIVIN'

Domark

58 MOONSHINE RACERS

Millennium

59 FERRARI FORMULA 1

Virgin

60 THE ULTIMATE RIDE

Mindscape

Beat 'em-up**1 MORTAL KOMBAT II**

Acclaim

2 RISE OF THE ROBOTS

Mirage

3 MORTAL KOMBAT

Virgin

4 ELFMANIA

Renegade

**5 SHADOW FIGHTER**

Gremlin

6 IK+

System 3

7 BODY BLOWS

Team 17

8 PANZA KICK BOXING

Futura

9 TORVAK THE WARRIOR

Core Design

10 BODY BLOWS GALACTIC

Team 17

11 BUDOKAN

Electronic Arts

12 STREETFIGHTER II

US Gold

13 ORIENTAL GAMES

Unknown

14 AFTER THE WAR

Dynamic

15 VIGILANTE

US Gold

16 WRATH OF THE DEMON

Readysoft

17 SHADOW WARRIORS

Ocean

18 FINAL FIGHT

US Gold

19 NINJA WARRIORS

Virgin

20 GOLDEN AXE

Virgin

21 SWORD OF THE SODAN

Activision

22 CHAMBERS OF SHAOLIN

Grandslam

23 METAL MASTERS

Infogrames

24 BLACK TIGER

US Gold

25 DARKMAN

Ocean

26 SKULL AND CROSSBONES

Domark

27 DOUBLE DRAGON III

Virgin

28 DYNASTY WARS

US Gold

29 PITFIGHTER

Domark

30 FULL CONTACT

Team 17

31 TMHT

Mirrorsoft

32 DINOWARS

Unknown

33 NIGHTBREED (ARCADE)

Ocean

34 ROGUE TROOPER

Krysalis

35 DOUBLE DRAGON II

Virgin

36 LAST NINJA 2

System 3

37 IVANHOE

Ocean

38 WILD STREETS

Titus

39 DR DOOMS REVENGE

Entertainment International

40 COUGAR FORCE

Tomahawk

Strategy**1 SIMCITY 2000**

Maxis

2 SETTLERS

Kampan

3 THEME PARK

Electronic Arts

4 UFO

Microprose

5 DETROIT

Impressions

6 POWERMONGER + Data Disk

Electronic Arts

7 UTOPIA + Data Disk

Gremlin

8 MEGA LO MANIA

Mirrorsoft

9 POPULOUS II

Electronic Arts

10 CIVILISATION

MicroProse

11 DUNE II

Virgin

12 K240

Gremlin

13 PIRATES! GOLD

MicroProse

14 CAESAR

Impressions

15 SABRE TEAM

Krysalis

**16 REUNION**

Grandslam

17 D-DAY

Impressions

18 LORDS OF THE REALM

Impressions

19 GLOBAL EFFECT

Electronic Arts

20 DREADNOUGHTS

Turcan Research

21 FIELDS OF GLORY

Microprose

22 CAMPAIGN 2

Empire

23 GENGHIS KHAN

Infogrames

24 GENESIA

Mindscape

25 SIM CITY DELUXE

Infogrames

26 SIMCITY + Terrain Editor

Infogrames

27 A-TRAIN

Maxis

28 CAESAR DELUXE

Impressions

29 PERFECT GENERAL

Impressions

30 SUPREMACY

Unknown

31 CELTIC LEGENDS

Ubi Soft

32 GLOBAL DOMINATION

Impressions

33 BANDIT KINGS

Unknown

34 BATTLE ISLE + Data Disk

Blue Byte

35 POPULOUS + Promised Lands

Electronic Arts

36 RAILROAD TYCOON

MicroProse

37 RAGNAROK

Mirage

38 AIRFORCE COMMANDER

Impressions

39 CAMPAIGN + Data Disk

Empire

40 REALMS

Virgin

41 THE PATRICIAN

Daze

42 CENTURION

CCS

43 BREACH 2

Impressions

44 HARPOON + Data Disk

Mirrorsoft

45 MURDER

US Gold

46 LASER SQUAD

Krysalis

47 ROME AD92

Millennium

48 VIKINGS

Thalamus

49 BREACH

Impressions

50 PALADIN

Impressions

51 SIM EARTH

Ocean

52 DEUTEROS

Activision

53 HISTORYLINE 1914-1918

Blue Byte

54 BLUE AND THE GRAY

Impressions

55 SIMANT

Ocean

56 WARLORDS

Unknown

57 1869

Flair

58 GETTYSBURG

Mirrorsoft

59 ARMADA

Mirrorsoft

60 BORODINO

Mirrorsoft

61 MONOPOLY

Unknown

62 WHEN TWO WORLDS WAR

Impressions

63 RISK

Unknown

64 BATTLE CHESS II

Intercom

65 BATTLEMASTER

Unknown

66 MOONBASE

CRL

67 BATTLE CHESS

Electronic Arts

68 LORDS OF CHAOS

DMI

69 BRIGADE COMMANDER

Unknown

70 HILL STREET BLUES

Krysalis

71 AIRFORCE COMMANDER

Impressions

72 STARLORD

MicroProse

73 KINGMAKER

US Gold

Super Leagues

- 74 AIR BUCKS**
Impressions
- 75 GOLD OF THE AMERICAS**
Starbyte
- 76 HALLS OF MONTEZUMA**
US Gold
- 77 ARNHEM**
CCS
- 78 GERM CRAZY**
Electronic Zoo
- 79 TOWER OF BABEL**
MicroProse
- 80 CHESS CHAMPION 2175**
CDS
- 81 FLOOR 13**
Virgin
- 82 FIGHTER COMMAND**
Impressions
- 83 FORT APACHE**
Impressions
- 84 LIFE AND DEATH**
Mindscape
- 85 INTERCEPTOR**
Electronic Arts
- 86 RED LIGHTNING**
SSI
- 87 CONFLICT EUROPE**
Mirrorsoft
- 88 COHORT**
Impressions
- 89 SEIGEMASTER**
CCS
- 90 STORM ACROSS EUROPE**
SSI
- 91 CONFLICT: MIDDLE EAST**
US Gold
- 92 NAPOLEON I**
Impressions
- 93 AFRIKA KORPS**
Impressions
- 94 BIG BUSINESS**
Rainbow Arts
- 95 BURNTIME**
Kompakt
- 96 MAELSTROM**
Empire
- 97 CASTLES**
Electronic Arts
- 98 CRIME CITY**
Impressions
- 99 'NAM**
Domark
- 100 TRADERS**
Unknown

Arcade Strategy

- 1 CANNON FODDER**
Virgin
- 2 FRONTIER - ELITE 2**
Gametek



- 3 LIBERATION**
Mindscape
- 4 ELITE**
Rainbird
- 5 SYNDICATE**
Electronic Arts
- 6 SPACE HULK**
Electronic Arts
- 7 ARMOUR-GEDDON**
Psygnosis

- 8 DYNABLASTER**
VBI
- 9 THE KILLING CLOUD**
Mirrorsoft
- 10 HEIMDALL 2**
Core Design
- 11 CANNON FODDER 2**
Virgin
- 12 FLAMES OF FREEDOM**
MicroProse
- 13 HIRED GUNS**
Psygnosis
- 14 STARGLIDER 2**
Rainbird
- 15 THEATRE OF DEATH**
Psygnosis
- 16 STORM MASTER**
Silmarils
- 17 SPECIAL FORCES**
MicroProse
- 18 NORTH AND SOUTH**
Infogrames
- 19 WAR IN THE GULF**
Empire
- 20 PIRATES**
US Gold
- 21 TRANSARCTICA**
Silmarils
- 22 INTERPHASE**
Mirrorsoft
- 23 DRAGON'S BREATH**
Palace
- 24 MIDWINTER**
MicroProse
- 25 IRON LORD**
UbiSoft
- 26 MILLENNIUM 2.2**
Activision
- 27 DAMOCLES + Mission Disk**
Novagen
- 28 COVERT ACTION**
MicroProse
- 29 VOYAGE BEYOND**
Unknown
- 30 LORDS OF THE RISING SUN**
Cinemaware
- 31 ROBIN HOOD**
Millennium
- 32 ANCIENT ART/WAR IN SKIES**
MicroProse
- 33 NARCO POLICE**
Dynamix
- 34 STAR CONTROL**
Unknown
- 35 TEAM YANKEE**
Empire
- 36 MOONFALL**
Hewson
- 37 TIME MACHINE**
Activision
- 38 MAGIC FLY**
Activision
- 39 PACIFIC ISLANDS**
Empire
- 40 CYTRON**
Psygnosis
- 41 STRIKE FLEET**
Electronic Arts
- 42 STARFLIGHT**
SSI
- 43 SPACE ROGUE**
Unknown
- 44 RULES OF ENGAGEMENT**
Impressions
- 45 ARMOUR-GEDDON II**
Psygnosis
- 46 MAGIC GARDENS**
Electronic Zoo
- 47 ECO PHANTOM**
Elec Zoo
- 48 VOLFIED**
Empire
- 49 AIR SUPPORT**
Psygnosis
- 50 SWORDS AND GALLEONS**
Silver

Platform

- 1 LION KING**
Virgin
- 2 ALADDIN**
Virgin
- 3 JAMES POND 3**
Millennium
- 4 RUFF 'N' TUMBLE**
Renegade
- 5 FLASHBACK**
US Gold
- 6 SOCCER KID**
Krisalis
- 7 PUTTY SQUAD**
System 3



- 8 BUBBLE N SQUEAK**
Audiogenic
- 9 SUPERFROG**
Team 17
- 10 NAUGHTY ONES**
Kompakt
- 11 OUT TO LUNCH**
Mindscape
- 12 KID CHAOS**
Ocean
- 13 ZOOL**
Gremlin
- 14 THE ADDAMS FAMILY**
Ocean
- 15 ASSASSIN '94**
Team 17
- 16 ASSASSIN**
Team 17
- 17 PREMIERE**
Core Design
- 18 GODS**
Renegade
- 19 FURY OF THE FURRIES**
Mindscape
- 20 ZOOL 2**
Gremlin
- 21 RAINBOW ISLANDS**
Ocean
- 22 PRINCE OF PERSIA**
Domark
- 23 BUBBA N STIX**
Core Design
- 24 DONK**
Supervision
- 25 PARASOL STARS**
Ocean
- 26 FIRE & ICE**
Renegade
- 27 ROBODOD**
Millennium
- 28 ARABIAN NIGHTS**
Krisalis
- 29 PUGGSY**
Psygnosis
- 30 LEANDER**
Psygnosis
- 31 PUTTY**
System 3
- 32 COOL SPOT**
Virgin
- 33 MARVINS MARVELOUS ADV**
21st Century
- 34 BRIAN THE LION**
Psygnosis
- 35 RICK DANGEROUS 1+2**
Krisalis/MicroProse
- 36 QUICK THE THUNDER RABBIT**
Titus
- 37 ALIEN 3**
Virgin
- 38 TRAPS 'N' TREASURES**
Krisalis
- 39 QWAK**
Team 17
- 40 SLEEPWALKER**
Ocean
- 41 CHUCK ROCK II**
Core Design
- 42 DELIVERANCE**
21st Century
- 43 IMPOSSIBLE MISSION 2025**
MicroProse
- 44 FUZZBALL**
System 3
- 45 RODLAND**
The Sales Curve
- 46 JAMES POND**
Millennium
- 47 9-LIVES**
Arc
- 48 ALFRED CHICKEN**
Mindscape
- 49 LETHAL WEAPON**
Ocean
- 50 ELF**
Ocean
- 51 MYTH**
System 3
- 52 SWITCHBLADE 2**
Gremlin
- 53 FANTASTIC DIZZY**
Codemasters
- 54 SUPER METHANE BROTHERS**
Apache
- 55 TEARAWAY THOMAS**
Soundware
- 56 BEAVERS**
Grandslam
- 57 JIM POWER**
Loricel
- 58 WOODY'S WORLD**
Global
- 59 'ALLO 'ALLO**
Alternative
- 60 GLOBAL GLADIATORS**
Virgin
- 61 TROLLS**
Flair
- 62 MAGIC BOY**
Empire
- 63 SWITCHBLADE**
Gremlin
- 64 MAGIC POCKETS**
Renegade
- 65 TOKI**
Ocean
- 66 ELVIRA THE ARCADE GAME**
Flair
- 67 THE BLUES BROTHERS**
Titus
- 68 WONDER DOG**
Core Design
- 69 CHUCK ROCK**
Core Design
- 70 P.P. HAMMER**
DMI
- 71 CREATURES**
Thalamus
- 72 DEEP CORE**
Ice
- 73 LIONHEART**
Thalion
- 74 MCDONALD'S LAND**
Virgin
- 75 BC KID**
Ubi Soft
- 76 CRASH DUMMIES**
Virgin
- 77 OSCAR**
Flair
- 78 BUBBLE BOBBLE**
Firebird

- 79 HARLEQUIN**
Gremlin
- 80 FLOOD**
Electronic Arts
- 81 NEW ZEALAND STORY**
Ocean
- 82 VIKING CHILD**
Unknown
- 83 CAR-VUP**
Core Design
- 84 RISKY WOODS**
Electronic Arts
- 85 CHARLIE J COOL**
Rasputin
- 86 YO JOE!**
Hudson Soft
- 87 JOE & MAC**
Elite
- 88 NIGHT SHIFT**
Lucasfilm
- 89 BASE JUMPERS**
Grandslam
- 90 DINO DETECTIVE AGENCY**
Alternative
- 91 GLOBDULE**
Psygnosis
- 92 NEBULUS II**
Hewson
- 93 UGH!**
Blue Byte
- 94 MEGA TWINS**
US Gold
- 95 ROLLING RONNY**
Virgin

Puzzle and Quiz

- 1 LEMMINGS 2**
Psygnosis
- 2 BENEFACOR**
Psygnosis
- 3 OH NO! MORE LEMMINGS**
Psygnosis
- 4 LOST VIKINGS**
Interplay
- 5 DIGGERS**
Millennium
- 6 PIPEMANIA**
US Gold
- 7 ONE STEP BEYOND**
Ocean
- 8 PUSH-OVER**
Ocean
- 9 ALL NEW WORLD OF LEMMINGS**
Psygnosis
- 10 HUMANS/JURASSIC LEVELS**
Mirage
- 11 BILL'S TOMATO GAME**
Psygnosis
- 12 KRUSTY'S FUNHOUSE**
Virgin
- 13 KLAX**
Domark
- 14 CHIPS CHALLENGE**
US Gold
- 15 TETRIS**
Infogrames
- 16 BRAT**
Mirrorsoft
- 17 WIZKID**
Ocean
- 18 BOB'S BAD DAY**
Psygnosis
- 19 BLOB**
Core
- 20 GOBLIINS 2**
Coktel Vision
- 21 MORPH**
Millennium
- 22 GOBLIINS**
Coktel Vision
- 23 GOBLIINS 3**
Sierra

- 24 TRODDERS**
The Sales Curve
- 25 SINK OR SWIM**
Zeppelin
- 26 TINY SKWEEKS**
Laricel
- 27 LOOPZ**
Audiogenic
- 28 SUPER TETRIS**
MicroProse
- 29 STEG**
CodeMasters
- 30 SWITCH QUIZ**
Switchsoft
- 31 BLOCKOUT**
Unknown
- 32 LOCOMOTION**
Global
- 33 WELLTRIS**
Infogrammes
- 34 BUG BOMBER**
Unknown
- 35 ISHIDO**
Palace
- 36 CLOCKWISER**
Black Legend



- 37 PUZZNIC**
Ocean
- 38 NEVERMIND**
Psygnosis
- 39 E-MOTION**
US Gold
- 40 TRIVIAL PURSUIT**
Domark
- 41 MONOPOLY**
Supervision
- 42 CASTLE OF DR. BRAIN**
Sierra
- 43 STONE AGE**
Grandslam
- 44 ATOMINO**
Psygnosis
- 45 SUPAPLEX**
Digital Integration
- 46 LOGICAL**
Rainbow Arts
- 47 GEM'X**
Unknown
- 48 BRAIN BLASTERS**
Psygnosis
- 49 ATOMIX**
Unknown
- 50 REVELATIONS**
Krisalis
- 51 PICK'N'PILE**
Ubi Soft
- 52 QUADREL**
Krisalis
- 53 CATCH'EM**
DMI
- 54 PLOTTING**
Ocean
- 55 7 COLORS**
Infogrammes
- 56 KWIK SNAK**
Unknown
- 57 SPINDIZZY WORLDS**
CodeMasters
- 58 JUMPING JACKSON**
Unknown
- 59 CLOWN'O'MANIA**
Unknown
- 60 SCRABBLE**
Melbourne House

- 61 MANIX**
Millennium
- 62 MANIC MARBLE**
Unknown
- 63 SCRABBLE**
US Gold
- 64 TILT**
Unknown
- 65 BOULDERDASH**
First Star

Role Playing

- 1 AMBERMOON**
Thalion
- 2 DUNGEON MASTER**
Psygnosis
- 3 CHAOS STRIKES BACK**
Psygnosis
- 4 EYE OF THE BEHOLDER II**
US Gold



- 5 LEGEND**
Mindscape
- 6 KNIGHTMARE**
Mindscape
- 7 ISHAR 3**
Daze
- 8 AMBERSTAR**
Thalion
- 9 BLACK CRYPT**
Electronic Arts
- 10 MIGHT AND MAGIC III**
US Gold
- 11 PALADIN II**
Impressions
- 12 BANE OF THE COSMIC FORGE**
US Gold
- 13 EYE OF THE BEHOLDER**
US Gold
- 14 MIGHT AND MAGIC II**
US Gold
- 15 PERIHELION**
Psygnosis
- 16 SHADOWWORLDS**
Krisalis
- 17 WORLDS OF LEGEND**
Mindscape
- 18 LEGACY OF SORASIL**
Gremlin
- 19 POOLS OF DARKNESS**
US Gold
- 20 DARKMERE**
Core Design
- 21 DEATH KNIGHTS OF KRYNN**
US Gold
- 22 CHAMPIONS OF KRYNN**
US Gold
- 23 BLADE OF DESTINY**
US Gold
- 24 BARD'S TALE III**
Electronic Arts
- 25 BARD'S TALE II**
Electronic Arts
- 26 ABANDONED PLACES 2**
ICE
- 27 ROBINSONS REQUIEM**
Daze
- 28 CRYSTAL DRAGON**
Black Legend
- 29 ISHAR 2**
Daze

- 30 ULTIMA VI**
Mindscape
- 31 EXODUS**
Global
- 32 STARFLIGHT II**
US Gold
- 33 WHALE'S VOYAGE**
Flair
- 34 STARFLIGHT**
US Gold
- 35 SHADOWLANDS**
Domark
- 36 SECRET OF THE SILVER BLADES**
Infocom
- 37 HARD NOVA**
Electronic Arts
- 38 SHADOW SORCERER**
US Gold
- 39 ISHAR/LEGEND OF FORTRESS**
Daze
- 40 LEGENDS OF VALOUR**
US Gold
- 41 LORD OF THE RINGS**
Electronic Arts
- 42 SPACE 1889**
Empire
- 43 MEGATRAVELLER 1**
Empire
- 44 BUCK ROGERS**
US Gold
- 45 DRAGON WARS**
Unknown

Bat 'n' ball

- 1 PINBALL ILLUSIONS**
21st Century
- 2 PINBALL FANTASIES**
21st Century
- 3 PINBALL DREAMS**
21st Century
- 4 ARKANOID 2/REV OF**
Ocean
- 5 SHUFFLEPUCK CAFE**
Ubisoft
- 6 ARKANOID**
Ocean
- 7 KRYPTON EGG**
Rainbird
- 8 BUNNY BRICKS**
Silmarils



- 9 LORDS OF WAR**
Rainbow Arts
- 10 BOTICS**
Krisalis

Well that's that for this month. Tune in next time when the lovely Superleagues will sing a medley of Roger Whittaker's greatest hits.

Swap Shop



SWAP SHOP WORLD TOUR '94/95

Oops, I've really put my foot in it. Remember last month, with me in Las Vegas winning thousands of dollars? Well things spiralled when I left you, and I now stand before you a multi-millionaire! That's good, no problem there. In fact I like the lifestyle over here so much that I decided to take out citizenship. Of course this would normally take years, but I greased a few palms here and there and now I'm a fully fledged Yankee boy- er... page. Which means I'm eligible for jury service, and already I've been roped into some crappy trial. Had to come to LA too! Real downer - I never got the chance to see the Grand Canyon either. Anyway, it should be over in a few days - just some ex-footballer who gave his wife a bit of a slap. Ribena, they call him. Or something...

A1200 contacts wanted. Fast reply guaranteed. Send lists/disks to Ian, 67 Ackers Road, Woodchurch, Birkenhead, M/5ide, L49 7LD. 100% reply

Amiga penpals wanted to chat/swap games. Everyone has a reply. Send to Stuart Evans 2 Cal Gabriel, Penycal, Wrexham, Clywd, LL142PH

Sell K240 £17, Cannon Fodder £11, Chaos Engine £8, Lemmings 2 £8, James Pond 3 £7, Frank (045)34165 (Ireland)

Amiga 500 1mb external drive and games, good condition £200 ono. 0900 61186

Contacts wanted. Male or Female. Evsb French. Send lists and junkmail to Russell Redfern, 30 Dingle Close, Dudley, W.Mids, DY2 8AG

Starting PD library but have no money. Can you help by sending disks to David Shields, 11 Broadway Ave, Trench, Telford, Shropshire, TF2 7EH

Sell Cannon Fodder £12, Rugby League Coach £10, Club Football, European Champs £8 each, Shadowlands £5 Phone Mike 0792 844100

Skidmarks, Jaguar XJ220, Mortal Kombat, Desert Strike, Indy Heat, Power monger and Shadowlands. All boxed with instructions. I will swap any two for FIFA Soccer or sell for £10 each. Phone Neil weekdays after 6pm. No pirates. 081 863 2362

Amiga A1200 for sale plus two external floppy drives and 50+ games for £350 ono. Phone Austin on 0203 384905

For sale Amiga Games old and new, including Championship Manager 94, Unreal and more. Contact Steve 0268 766078

Wanted: Spherical and Sonic Boom for 500+ Will pay cash. call Sandra 0254 699929

Wanted Amiga 500 with 1 meg upgrade, will pay £120 or swap with a master system II. Worth over £300. 0375 382833

Wanted: infocom games also loads of Cheap Amiga games for sale. Call Alex on 0737 551763

A1200 contacts wanted, send disk/list to A.F. 24 Park Close, Burgess Hill, West Sussex, RH15 8HL

Wanted Blade of Destiny clue book. Call Ray on 0904 796962

Sell IBM PC board + disks for Amiga A500. Turns your Amiga 500 into an IBM PC. Loads of IBM software. Sell for £140 or swap for H/D. Sea Rains 01322 290119

Original of the Patrician wanted. Will pay £10 Write to Dan Garvin, Lintleydale, Haltwhistle, Northumberland NE49 0NB

Wanted: Action Replay Mk III, anyone wishing to sell for decent price Phone Kevin 081 503 4015 or 0378 379 625 (London)

Swap Jurassic Park, Cannon Fodder for Beneath Steel Sky, Benefactor, Diggers. John

0261 812429

Penpals urgently wanted for bored nineteen year old. Write to Chris Paton, 97 Tillycairn Road, Garthamlock, Glasgow, G33 5HD.

Bye!

For sale Rick Dangerous at £4 also female penpal required. Miss Lynda Mason, 8 Lochloy Crescent, Nairn, N12 5BD

Wanted: Escape from Colditz for Amiga 600. Instruction manual also needed. Phone Robert on 071 354 8481

Printer, Panasonic KXP1170, 1.5 fonts, NLQ + draft cut sheet or tractor feed. Boxed with manuals. Excellent condition £130 ono. Neil Sparks 0732 870965

CD32, over £300 of games, Cannon Fodder, Simon the Sorcerer, Roadkill etc. 12 dedicated magazines + demo cd's, 2 controllers, mouse £350 ono.

Sell or swap MegaDrive with one six button control pad + Mortal Kombat 2, will swap for SNES with Star Wars 1, 2 or 3/price to be arranged. Phone Lee Travis (first name's not Dave by any chance is it mate?) on 0114 2454454

What to start a demo swiping club (eh?).

Send games to Tim or just write 100% reply. Tim Good-Handwriting, 76 London Rd, Wheatley, Oxford, OX33 1YA.

2mb Ram 72 pin for quick sale. Fits Viper and Blizzard boards £30. Jone Standing 01772 797432

Desperately wanted! FIFA International Soccer will swap with Robocop 3, Microprose Soccer and Chase HQ or will sell for £10 all. Adam Spencer, 0373 467931

A500 with joysticks and loads of games call Robert in Twickenham on 081 891 4252

International Soccer for sale £5 (bargain!) Boxed with instructions. Call Chris 051 475 5039

For sale: Star 51144 colour printer with lead, driver and manuals £200 ono. Canon BJ200 with lead, driver and manuals £150 ono.

Both fully boxed. Call Allan 0382 452268

Amiga contacts wanted write to Andrew 67 Runnymede Road, Redhouse, Sunderland SR5 5QD

Sell: Action Replay 3 £20, Frontier, Micro Machines, Brutal Football, Beneath a steel Sky £10 each or all 4 £35

A1200 A500 contacts wanted. Send lists to Andrew Crawford, 21 Shoreham Close, Adiscombe, Croydon, Surrey

For sale: Batman and Total Recall £5 (boxed). Telephone Jacques Hancock on 0582 715533

15 year old male seeks female penpals and contacts. Send letters to Shain (or Shaun) Sanderson, 44 Langley Ave, Shiremoor, Newcastle, NE27 2UB

Wanted Duff disks eg disks that don't work or disks that are damaged etc (we get the point

mate) Ali Hussain, 29 Green Lane, Acklam, Middlesbrough, Cleveland TS5 7SJ

Wanted: TV Sports Basketball for the Amiga 500+ Cash waiting... Phone Rus on 0793 750639 now...

For sale: MegaCD and MegaDrive with eight games. As new with warranty, only used a few times £350

I am starting up a PD library. Send as many disks as you can to Ali Hussain, 29 Green Lane, Acklam, Middlesbrough, Cleveland TS5 7SJ

Has anyone got creatures and creatures 2? If you have dial 01622 719689 and ask for Martin after 4pm

Amiga contacts wanted A500 and A1200 to swap games and PD aged between 17 and above 100% reply. Gordon Walmsley, 8 Jackson Road, Scunthorpe, South Humberside DN15 8ES

Any game any time. I have got all the games just call Andrew. Any pen pals / female call (now you see Andrew, if you had any intelligence at all you'd have employed a little discretion as regards to you're illegal activities. Did you really think we'd print that?)

Amiga 500. One meg upgrade, external disk drive, TV modulator, lots of games. All for just £200. Geoff Bush (snigger), 56 Mulberry Drive, Southwold, Bicester, Oxon, OX6 9YS

Wanted: worldwide contacts for swapping utilities or to talk, all letters 100% reply! Write to Tom Wardrop, 58 Seafield Close, Birchill Onchan, Isle of Man, IM3 3BU

Settlers-Mortal Kombat for: Micro Machines: McDonald's Land-Street Fighter II (swap) Body Blows Galactic for Budokan. If you can make sense of that (I can't) ring Shaun on 081 854 9370

Graham Gooch, Putty, MK1&2, Steel Sky, Sim City, Lemmings, Monkey2, History Line, Untouchables, XJ220, Swap for PC games or £10 each. Phone Hamzah on 0323 766988

Swap Game Gear with six games, Mster Gear converter and TV tuner for A500+/A1200 with accessories. Phone 0533 602072

To sell: Amiga 500 1mb with W.B. 1.3 and extras 1.3 all 3 with manuals. Mouse, joystick. T.V. modulator and power supply. D-Print 3 with manual, D-Print 4, Interword & powerworks (W.P. database, spreadsheets with manuals).

Wanted: Amiga contacts into games demos. Write to Paul, 16 Pringle Way, Southery, Downham Market, Norfolk, PE38OPB

Can you help? Please send me tips on Police Quest. Simon Beake, 6 Barley Way, Rothley, Leicester, LE7 7RL

Amiga contax wanted to swap games, PD etc. Send lists to Ed Bowditch, 1 Bighton Road, Medstead, Alton, Hants, GU34 5NB

Wanted: Elvira the Arcade game, boxed with

manual. Tany Picking, 152 Monks Rd, Lincoln, LN2 5PL

CD32 games for sale, Ultimate Body Blows, Brutal Football, Pinball Fantasies, D/Generation, Elite II, Overkill £14. Simon Sorcerer £16, Lamborghini Liberation £10. Daniel Worthy, 0934 852 124

15 year old male seeks worldwide penpals (M/F) to talk about anything (Hi to those that know me) Write soon! J.Straw, Woodmouse Grove School, Apperley Bridge, Bradford, W.Yorks, England, BD10 0NR

Amiga 1200 contacts wanted. Please send your lists on disks for mine in return reply. Guaranteed swap or sell. Mike Gray, 166 Pembroke Street, Devonport, Plymouth, Devon, PL1 4JJ

For Sale: SF2, Sleepwalker, J.W. Whirlwind Snooker, Chaos Engine, Zool, Wizkid, Road Rash and Espagna Games 92. Boxed. Original £10 each ono. Call Ben on 0480 215656

Swap Champ Manager 93 and Premier Manager 2 for FIFA Soccer and Kick Off 3 all on Amiga 500+ Please, wanted Urgently. Richard Okusaga, 42 Summer Wood Road, Isleworth, Middlesex, TW7 7QD

A500 contacts wanted 100% reply aged 12-14 preferably female but male will do. 100's of cheats to swap. Shawn Simmons, 22 Brooklane Colts, Swan Lane, Sellindge, Ashford, Kent, England, TN25 6HG

Swap or sell Shadow Worlds, W.C. Boxing Manager Grand Slam Classic for Space Crusade and two others Amiga 500. Adam Williams, 11 Shackleton Close, St Athen, Barry S.Glam

For sale: Dyna Blaster with five player adaptor, also Power Monger and WW1 £10 each. Call Dave on 0633 864743

500+ penpals and swappers wanted aged 18+. Reply 1000%. Emmanuel Paganis Flessa, 81-83 Piraeus, Hellas, Kallipoli 18538

For sale: Bloodnet A1200 £15. Tel 01785 52371 ask for Richard.

C64 for sale, tape deck, approx 50 games, two joysticks, good condition, sale £40. 0254 681609

A1200 contacts/penpals wanted to swap hints, tips, games + letters with enthusiastic novice. Send letters/disks for guaranteed speedy reply. Ben Adam, 26 Alfred Street, Redcar, Cleveland, TS10 1BS

Sell Roadkill (1200) £15, Super Stardust (1200) £15, Operation Stealth £10, Fury of the Furries £10. Alexi 061 330 9776

Wanted: Hints and cheats for personal library. Will take list or A500 disk. £1 for every 50 cheats. Send to: Ian Scarbro, 16 Hawton Road, Newark, Nottinghamshire, NG24 4QB

A500 3mb ram 20mb HD, 1084st monitor, mouse, manuals, games, software, boxed, VGC, £310ono 081366 4460

Original games for sale all boxed mostly £5. Send SAE for list to Paul, 61 Hermitage RD, London, SE19 3QNCannon Fodder, Frontier, Elite 2 wanted. Will pay cash for Desert Strike and or Bards of Prey. 0603 713612

Over 2000 tips and cheats on disks all for Amiga, all just for £3.50, payable to Robert Wood. Send to Robert Wood, 36 Thorpe Lane, West Yorkshire, Leeds, LS10 4ER

Amiga contacts wanted! 500/600 100% reply write to Niall Syme, 13 Cheviot Place, Grangemouth, Stirlingshire, Scotland, EK3 0DE

Swap: Secret of Monkey Island for Police Quest 1. Mark Wallace, 4 Franccombe Gardens, Romford, Essex, RM1 2TH

I have a range of very reasonable brand new software and hardware at lower than shop

SwapShop

prices. Enclose an SAE. Write to... Actually Mr. Lester, why don't you phone 0625 878888 and ask for our Advertising manager Simon Lees. He will gladly provide you with the rates we charge for adverts of this kind. They certainly don't belong in Swap shop now do they!

For sale: A1200, Overdrive 170mb HD, 16 top quality games including PM3, Frontier, buyer collects. £350ono, contact Andrew Johnson, Brookhouse Bungalow, Minley Road, Fleet, Hants GU13 8RF

For sale A1200 used twice, 207mb H-drive, 2mb ram, games included £400 - 0736 794266/753275

PD for sale 10p to 40p if disk are provided, 80p to 75p if I provide them. For a detailed catalogue disk send three first class stamps to Paul Barlow, 49 Sharwood Road, Worksop, Notts, S80 1QN

Wanted: Curse of the Azure Bonds for Amiga 500. Swap for Blades of Destiny A500 for above. Must be original, David Cotterill, 28 Fountains Road, Mossley Estate, Walsall, West Mids, WS3 2RL

Wanted: Elvira Mistress of the Dark, Mean Streets and It Came From the Desert for A500. Phone Mike 0585 618854

Wanted: W/bench disk for the 2000 or 500+ Will pay up to £10 or swap Combat Air Patrol. Wayne Roberts, 54a Wickham Hse, St Lister, St Nechells, Birmingham, B7 4ND

Beneath a Steel Sky. 2 wks old £15 or swap for Valhalla. Contact J. Toseland, 42a Nottingham Rd, Ripley, Derbyshire, DE5 3DJ

Large selection of magazine back issues for sale. Seven years of CVG, also Sega Mags. Send large SAE for list. S Drysdale, 230 Strathtay Road, Letham, Perth, PH1 2ND

Wanted: Hard Drive for Amiga 500 4mb to 8mb. Phone Chip on 081 767 4808 after 6pm

Amiga contacts wanted swap games, utils etc. Send list and disk for my list, for a 100% fast reply. David, Flat 1, 124 St. Georges Rd, Hull, HU3 3QE

Amiga 500+ 1 meg, 2 joysticks, 1 mouse, 1 mouse pad, over 150 top games for sale £280 Call Richard after 6pm

Amiga contacts wanted 10-14 years old 110% bonifide reply with A1200. Write to Andrew Howes, 2 Fairdene Avenue, Fairfield, Stockton-on-Tees, Cleveland, England

Swap or sell Trolls and Peter Beardsley Soccer for Championship Manager 93/94 and 95 update disk. Both £10 each phone Andrew 0642 581671

Over 300 Spectrum games for sale from just £2. Write for a list, or enquire for a game. John McGurk, 97 Berwick Rd, Greenock, Renfrewshire, PA16 0HL

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Humberside DN15 8ES

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Keep your ad a decent length and it's free, but start listing all your games in full and you'll have to pay. A bit. It's a deterrent see? Saves us filling two pages with about 12 ridiculously long ads. Make cheques payable to IDG Media, or better still, make your ads... SHORT. Ta.

Name

Address

Telephone

Age

Please tick which you wish to be printed:

☐ Telephone

☐ Address

Send to: Swap Shop, Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP

Next month...



***What does it
mean for you?***

**AMIGA
ACTION**

Amiga Action April issue

Cycling backwards into the shop juggling lard on March 16

ESP Sports Management



PROFESSIONAL FOOTBALL MASTERS 5

The Most Innovative Football Management Game Ever.

On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available today.

In 1989 E.S.P. were the first company to create a commercial football management game solely dedicated to the 16 bit computers. Since then, we've been continuously devising new features with the direct consultation of hundreds of management game fans. This winning combination has created the most accurate representation of what football management is all about. Once you try it, you'll realise that the rest have merely been following our numerous leads in this field. It's impossible to do justice to the hundreds of meticulous refinements included in this game but you will find a large proportion of the most significant below:-

Managers: 1 to 4 Human players. Performance statistics. Manager of the month/season. Pick any team in any division to start with. Automated features to make the game as easy or hard as you like.

League & Cup: Premier 22 teams. Division 1, 2 & 3 have 24 teams. Play-offs. Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non domestic player restrictions etc.)

Games: Yearly history/previous full. Week history/results. Results from previous meeting with opponent, a plethora of statistics.

Players: Real life statistics for 94/95 season, updated monthly. Real positions, height, age, live transfer market. Contract & wage negotiations. Preferred foot (left/right/both). Loans, injuries, training. Special moves. Transfer. Goalkeepers (separate skill categories). Defenders, Midfielders, Attackers & Utility. Transfers. Foreign transfers. Unhappy players. Top 10 list etc.

Teams: Tactics (1000 different combinations). Training. Aggression. Formation allows specific player field settings (Winger, Sweeper etc.)

Club: Sponsorship. Ground improvements. View opponent. Finance.

The Match: Real time scoreboard reporting goals & injuries yellow/red cards. Sound effects. Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other: Fast load/save. Printer access. Over 30 options to set various game preferences. User friendly throughout with an excellent instruction book. Personal technical support if required. **SCOTTISH, ITALIAN & GERMAN VERSION 5's coming soon.**

Editor: Allows you to amend various items in saved games. Optional Euro.

Places now available in our 94 manager PBM service and a limited number of Play By Mail operator licenses. Call Us For Further Details.



THE PULSE Horse Racing Tipping System



If you want the best horse tipping software that money can buy, then THE PULSE is it. The whole package has been developed by a professional punter. A fact, instantly recognised by many other well informed buyers of this product. The advice contained within the instruction book alone could save you plenty of wasted bets and anyone serious about reducing their losses or increasing their gains could not find a better tool to assist their aim.

• The mystic of horse racing is unlocked with the simple instructions, user friendly program and the clear technical support. • In the last Open National Tipping Competition (1991) organised by Racecall this programs predictions came 2nd out of thousands of entries which led to a serious approach from a well known bookmaker, resulted in favour of supporting the public. • A wide range of built in statistics make using a race a quick and easy job compared to other available systems. • To keep the program constantly up-to-date monthly updates are recommended. If the general program guidelines fail to break even we send free updates to all entitled purchasers. Prices range from £25 to £40 depending on the length of subscription undertaken. • Specific details on some horses to follow, as recommended by a variety of inside sources is provided with each monthly update. • There's been many reviews in the press and under a variety of scrutinising conditions. All were very positive about the programs ability to perform well and a full summary of the developers results from main meetings since January 1993 is available upon request.

WORLD CUP CRICKET MASTERS

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-



PLAYER VARIETY

- Based on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

GAME OPTIONS

- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

FRIENDLY CONTROLS

- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack, level, strokes and running between wickets.

STATISTICS

- Scorecard & bowling analysis.
- Weather and ground reports.
- Wagon Wheel.
- Matchman Chart.

VARIABLE CONDITIONS

- Surface and pace of pitch.
- Rain, test light, cloud cover, temperature and humidity.

ANIMATED ACTION

- Sound Commentary.
- Umpire signals.
- All the strokes, cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Boundaries, wides and no balls.

BOXING MASTERS

A fabulous game which concentrates on the management of up to 3 Heavyweight boxers. It's quite different to most other management style games since it has a high proportion of interaction with computer controlled human personalities, ie. negotiations with other managers, boxer contracts, staff recruitment and publicity events. There are many other conventional tasks for the manager like scouting for new boxers, finance, training and even fight tactics are part of your responsibility: using full arcade action you can participate in your boxers' performance inside the ring itself or, if you prefer, direct them from the ringside. Two player mode available. Sparkling graphics are used throughout the game and full details on the games major concepts follows:-



- No game has 100 ranked boxers with fourteen shown attributes, retirements on age and injury.
- Negotiable fight odds with twenty other boxing managers, arranging the size of the purse, the venue and the date etc.
- Choose one out of ten publicity stunts to pull in the crowds to your fights: press conferences, television, public browls etc.
- You can appoint and fire a bout, physio, cornerman and a trainer. Training methods include punchbags, speedball, weights, roadwork and sparring.
- Ten boxers can fight for World, European or National titles with mandatory defence. • The boxers performance in the ring is shown very graphically.
- A boxer's record can be viewed during a fight, i.e. punch to the head, the body, inside and numerous time-wasting tactics.
- Trainer's advice pages each have their own individual scorecards which are shown on the screen as the fight unfolds so that you can measure your fighter's performance. The reality of the fight is increased even more by the powerful sound effects of the crowds presence and the noise of the punches making contact.
- A wealth of statistical data which can be viewed and printed and should cover every desire. • Load and save facility. • Comprehensive instruction book.

Formula 1 Challenge

VERSION 4.5

This motor racing simulation is an incredibly addictive game for 1 to 4 players that has been developed over a period of years by true fans of the sport. You start the game with just one car & driver with the aim of building your team to win the drivers and constructors championship. All circuits, drivers, teams, car graphics, rules, engines etc., are accurate for the 1994 season and can be updated. Excellent presentation with full sounds effects. The sensational world of Formula One awaits.

- Watch races as they unfold, three levels of highlights.
- Crashes, spins, pile ups, car failures, stop/go penalties.
- Weather changes, fastest & record laps, make pit-stops.
- Four independent levels of difficulty.
- Accurate and detailed graphics of the teams, circuits etc.
- 15 teams, 2 cars per team, 50 drivers with varying skills.
- Complete engine and tyre contracts, sponsors.
- Choose tyre compounds, train your pit crew.
- Tune your engines, change wing settings.
- Qualifying, 16 accurate championship circuits.
- News section, realistic sound FX, weather forecasts.
- Load/save games, statistics saved, latest FISA rules.
- Full drivers and constructors championships.
- Fully descriptive instruction book.



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'Star'ring, inside...



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